CAN DIEN TU TAN HIEP THANH

DI - 80 / 80SS User Manual

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1. REGISTRATION MODE

1.1 DISPLAY UNIT INDICATORS

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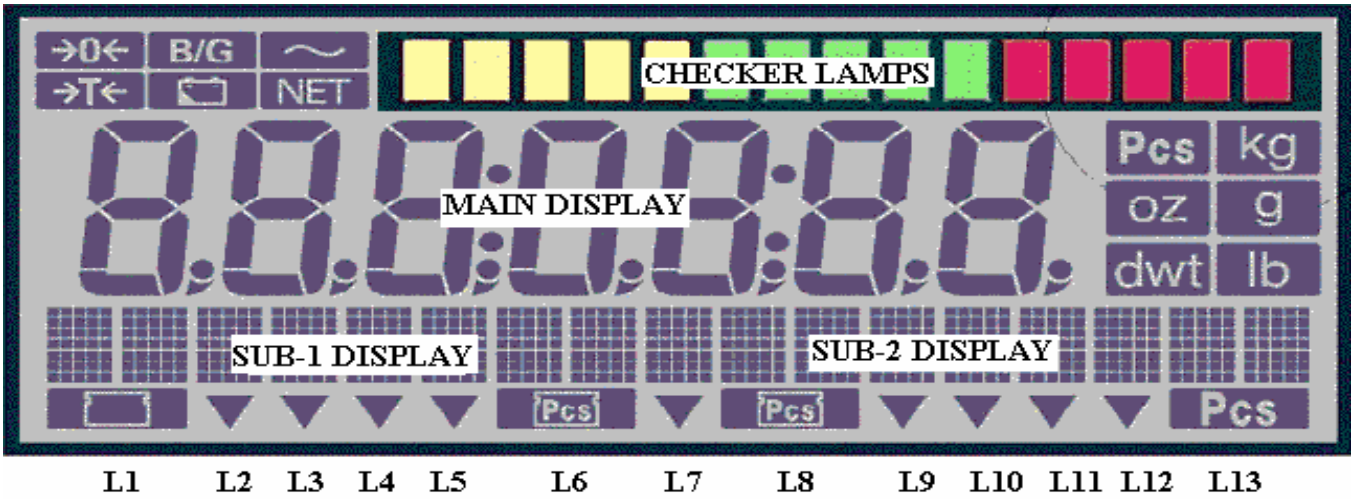

1)	→0← Zero lamp	:	Lights when scale is at the ZERO point.
2)	B/G Gross lamp	:	Light when Main Display is showing Gross Weight.
3)	→T← Tare lamp	:	Light when tare subtraction is performed.
4)	NET Net lamp	:	Light when Main Display is showing Net Weight.
5)	~ Weight Stable lamp	:	Light when weight is stable.
6)	Battery Low lamp	:	Light when Battery Voltage runs low.
7)	Pcs Pcs lamp	:	Light when Main Display is showing Quantity.
8)	kg kg lamp	:	Light when Main Display is showing Weight in kg.
9)	lb lb lamp	:	Light when Main Display is showing Weight in lb.
10)	g g lamp	:	Light when Main Display is showing Weight in g.
11)	oz oz lamp	:	Light when Main Display is showing Weight in oz.
12)	dwt dwt lamp	:	Light when Main Display is showing Weight in dwt.
13)	MAIN DISPLAY	:	To display Weight or Quantity. (Depending on the Mode of operation)
14)	SUB-1 DISPLAY	:	Display Total Weight, Unit Weight, Set Point Data or PLU Name.
15)	SUB-2 DISPLAY	:	Display Unit Weight, Quantity, Set Point Data or PLU Name.
16)	CHECKER LAMPS	:	Light when Set Point in used.
17)	L1: Total Weight lamp	:	Light when SUB-1 DISPLAY showing Unit Weight.
18)	L2: Insufficient lamp	:	Light when Net weight is below a specific percentage of the capacity weight.
19)	L3: Re-computing lamp	:	Light when Unit Weight re-computing is possible.
20)	L4: IN lamp	:	Light when Inventory IN (For Counting Mode)
21)	L5: OUT lamp	:	Light when Inventory OUT (For Counting Mode)
22)	L6: Unit Weight lamp	:	Light when SUB-1 DISPLAY is showing Unit Weight.
23)	L7: Hold lamp	:	Light when Holding function is enables.
24)	L8: Unit Weight lamp	:	Light when SUB-2 DISPLAY is showing Unit Weight.
25)	L9: Memory lamp	:	Light when Weight or Quantity accumulation is done.
26)	L10: Programming lamp	:	Light when User in Programming Mode.
27)	L11: Scale - 1 lamp	:	Light when Scale - 1 is selected.
28)	L12: Scale - 2 lamp	:	Light when Scale - 2 is selected.
29)	L13: Quantity lamp	:	Light when SUB-2 DISPLAY is showing Quantity.

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1.2 KEY SHEET LAYOUT AND KEYS FUNCTION

1.2.1 DI-80 and DI-80SS Key Sheet Layout

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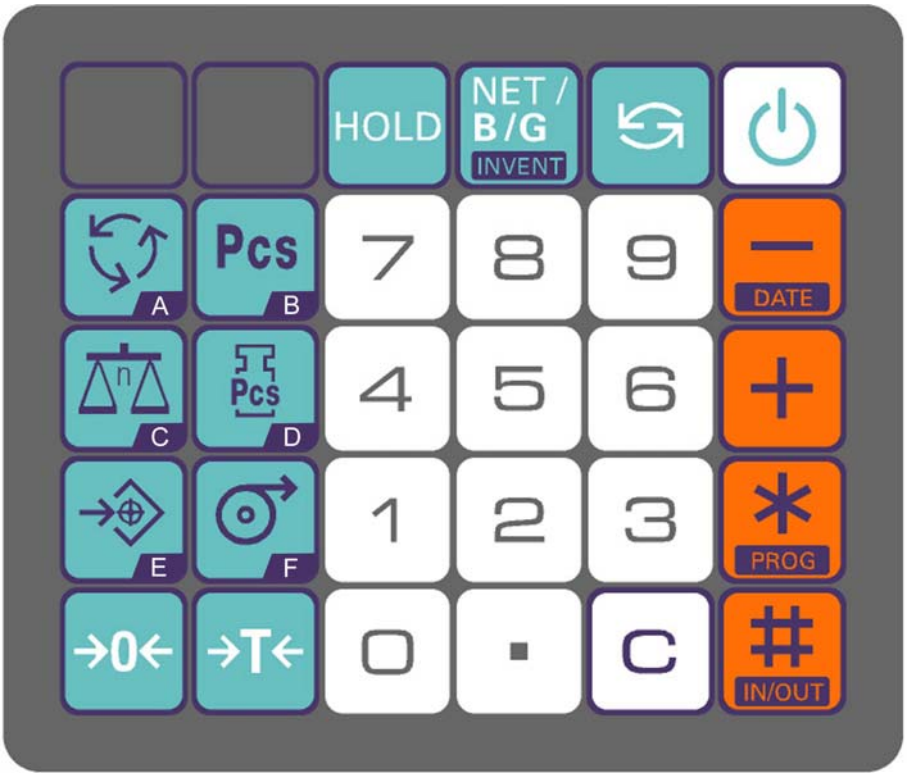

DI-80 Key Sheet Layout

DI - 80SS Key Sheet Layout

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1.2.2 Keys Functions

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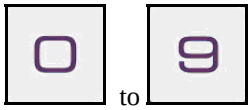
ON / OFF KEY (DISPLAY)

❖ Turn display ON or OFF.

NUMERIC KEY



❖ Enter numeric value.

MODE KEY

❖ To switching between Weight Mode and Counting Mode.

TARE KEY

❖ To setting or clearing tare weight.

CLEAR KEY

❖ To clear numeric data or PLU Data.
❖ Exit from Add. Mode.
❖ Escape from General Set-Point programming mode.

RE-ZERO KEY

❖ Reset Weight display to zero.

PCS KEY

❖ To computing unit weight by sampling.

SCALE KEY

❖ To switching between Scale 1 & 2.

UNIT WEIGHT KEY

❖ To enter Unit Weight.
❖ Up date re-computing Unit Weight or Tare weight to PLU file.

PLUS KEY

❖ Accumulate the Total Weight or Quantity.
❖ To issue receipt (Build-in Printer) or sending data to PC or Barcode printer.

MINUS KEY

❖ To void the Total Weight or Quantity.
❖ To issue receipt (Build-in Printer) or sending data to PC or Barcode printer.

PRINT KEY

❖ To issue receipt (Build-in Printer) or sending data to PC or Barcode printer.

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CODE KEY

- ❖ Call up PLU data.
- ❖ To select Inventory IN or OUT for individual item in Counting Mode.

NET/GROSS KEY

- ❖ To switching between NET and GROSS display.
- ❖ To view the Inventory of the individual item.

DOT KEY

- ❖ To enter Decimal point.
- ❖ To entry Teraoka or ASCII code for call up PLU data.

SET POINT KEY

- ❖ To program or view General Set point data.
- ❖ To change or view individual PLU Set point data.

FEED KEY

- ❖ Feed receipt paper (For Build-in Printer)

HOLD KEY

- ❖ To enable or disable Holding function.

UNIT SWITCHING KEY

- ❖ To switching Weight Unit between kg & lb or oz, g & dwt.

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1. 3 REGISTRATION MODE DESCRIPTION

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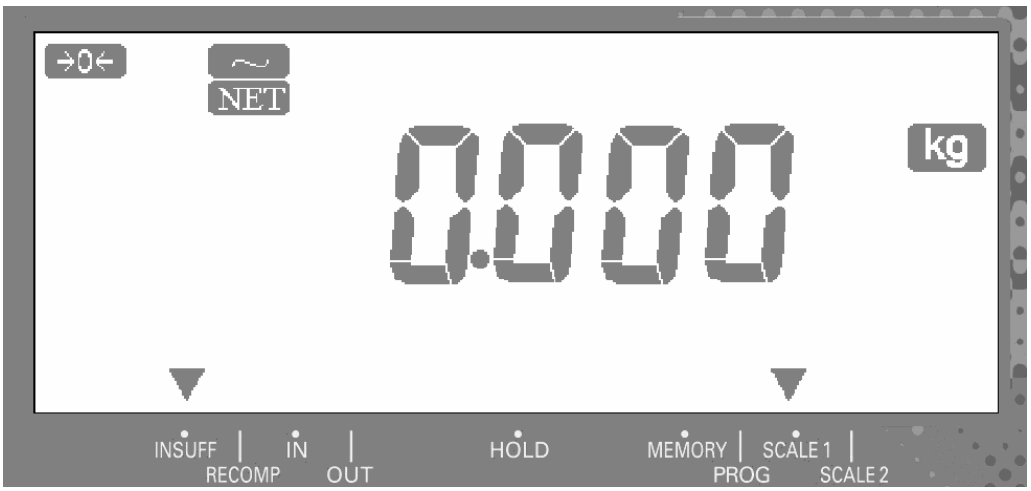
DI-80 / DI-80SS has two modes (Weight Mode and Counting Mode) can be switched alternatively by pressing **[MODE]** key on keypad and there are two type of Counting Mode will depending on **SPEC 00 bit 3** setting.

1.3.1 Weight Mode

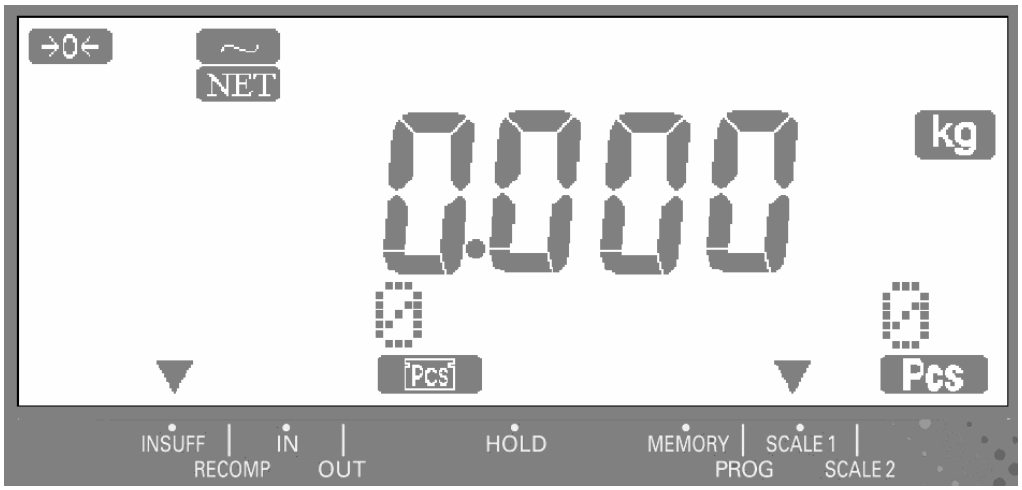
When DI-80 is powered up, it will go to Weight Mode, where the Main Display show the Weight and the Sub- Display will showing Set point 1 & Set point 2 or PLU Name is depending on SPEC 00 bit 0 setting.



Weight Mode

1.3.2 Counting Mode Type 1

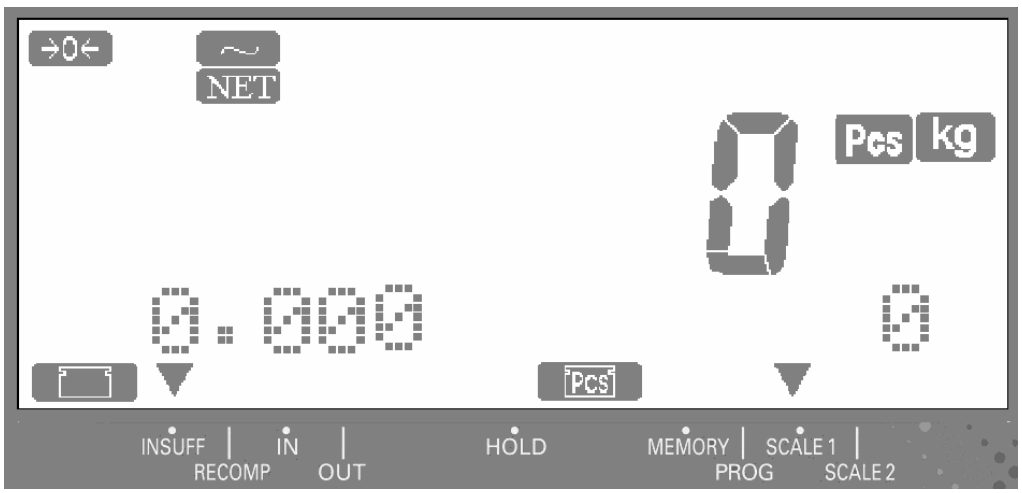
Main Display showing the Total Weight and Sub-Display will show the Unit Weight and Quantity (***SPEC 00 bit set to "0"***).



Counting Mode - Type 1

1.3.3 Counting Mode Type 2

Main Display showing the Quantity and Sub-Display will show Weight and Unit Weight (***SPEC 00 bit set to "1"***).



Counting Mode - Type 2

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1.4 SEGMENT CHECK & STAND-BY-STATUS

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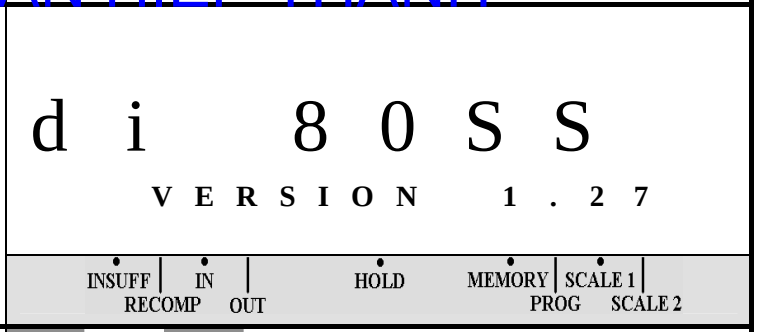
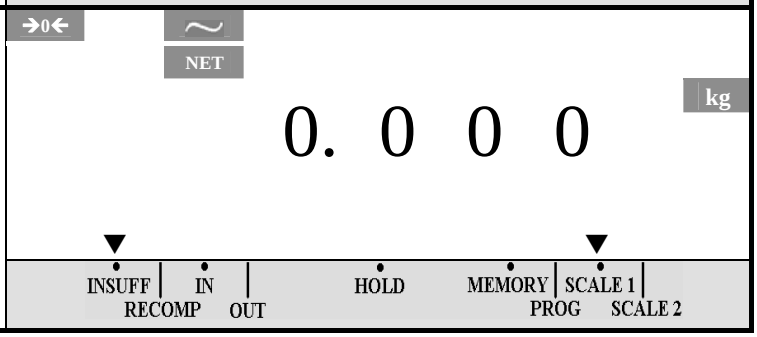
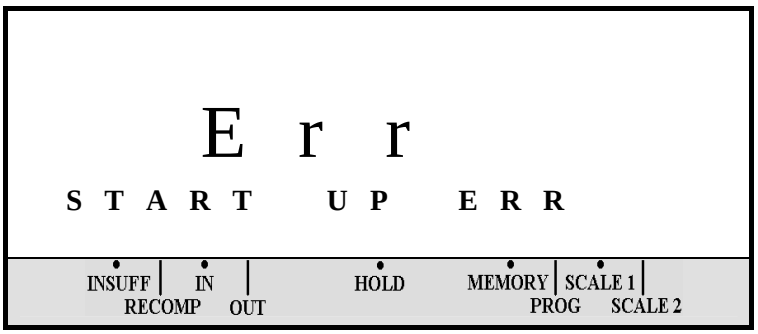
OPERATION	KEY	DISPLAY
1. Connect to AC plug supply and check if anything is on the platforms. If so, remove the item and then press **[ON/OFF]** to start segment check. ❖ The Model (di 80SS or di 80) and Software Version Number will appear on the LCD.		
2. After finish segment check, scale on Stand - By - Status of Weighing Mode.		

Note 1: If there is anything on the Platforms and it exceeds scale start range, following error message will appear:



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1.5 TARE OPERATION

1.5.1 Tare Setting At Registration Mode

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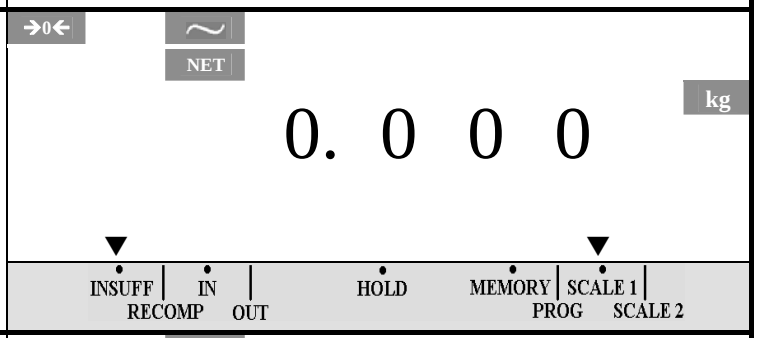
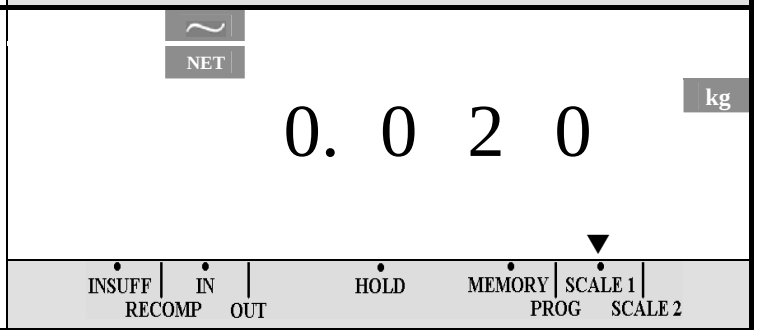
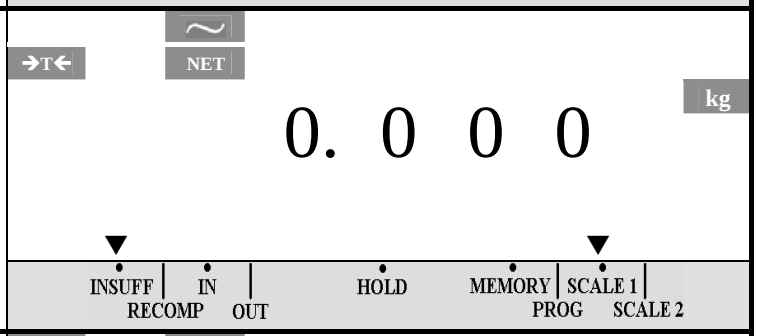
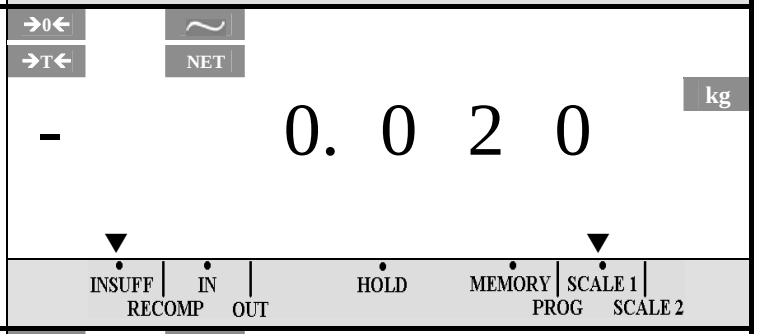
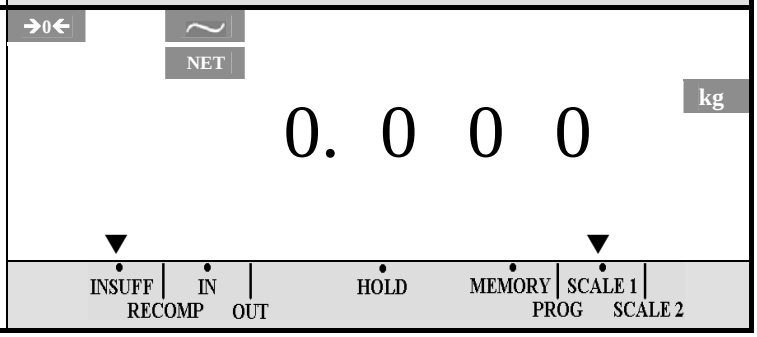
There are two ways to set Tare Weight in Weighing Mode or Counting Mode, **One Touch Tare and Digital Tare** setting. The limit of Tare Weight is depending on **SPEC 27 bit 1 & bit 0** setting. The following operation examples show two ways of subtracting the Tare Weight of a 20g tray.

1.5.1.1 One Touch Tare

This function is to weight the actual weight of the tare then subtract its weight to get the tare value for all of PLU's.

OPERATION	KEY	DISPLAY
Stand-by-Status (Weighing Mode)		
1. Place a tare weight on the platform (Ex. 20g)		
2. Press **[T]** key to subtract the tare weight.		
3. Remove the tare weight (Ex. 20g) from platform.		
4. Press **[T]** key to clear the tare weight.		

Note 1: After One Touch Tare and called up a PLU, if tare value is set in PLU File in advance, the PLU Tare value will override the One Touch Tare value, if not, the One Touch Tare value will remain for the PLU.

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1.5.1.2 Digital Tare

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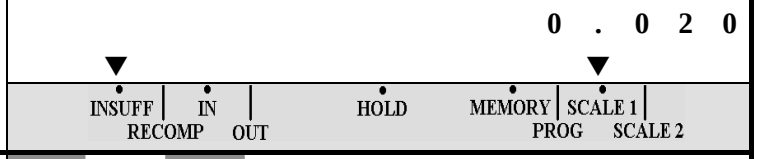
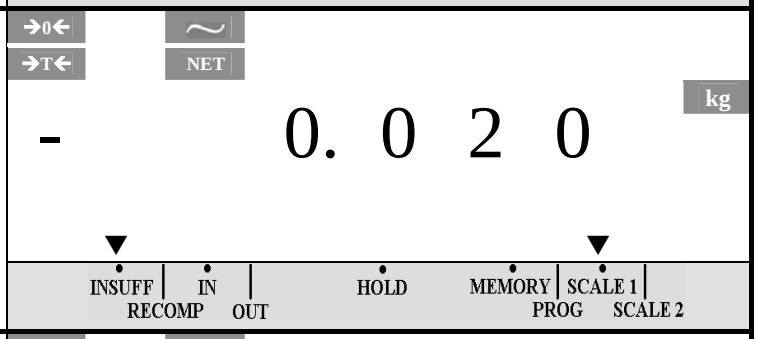
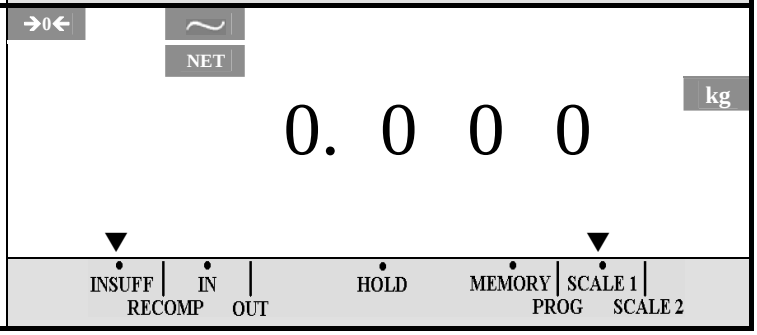
This function can be used when tare weight is decided in advance. The knowing tare value can be entering by numeric keys.
Note: To enable this function, **SPEC 27 bit2** must set to "**1**" in advance.

OPERATION	KEY	DISPLAY
1. At Weighing Mode, enter the tare weight by numeric key (Ex. 20g)	0 . 0 2 0	
2. Press **[T]** key to subtract the tare weight.	→T←	
3. Press **[T]** key to clear the tare weight.	→T←	

Note 1: After set Digital Tare and then called up a PLU, if tare value is set in PLU File in advance, the PLU Tare value will override the Digital tare value, if not, the Digital Tare value will remain for the PLU.

Note 2: If you want Digital Tare when Weight loaded on platter, **SPEC 38 bit 2** must set to "**0**" in advance. If not, set to "**1**".

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1.5.2 Tare Value Exchange

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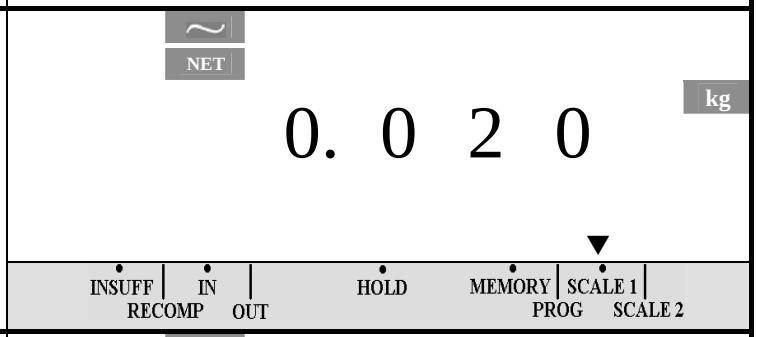
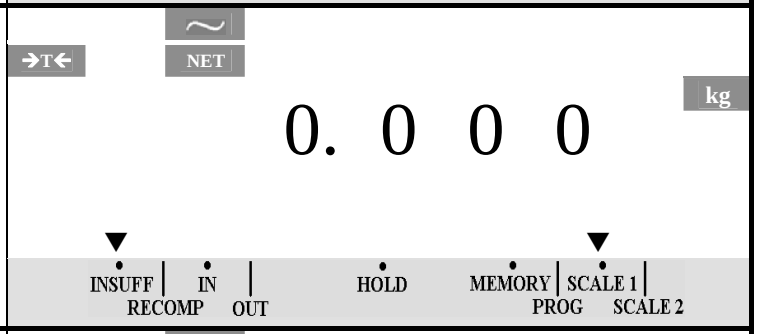
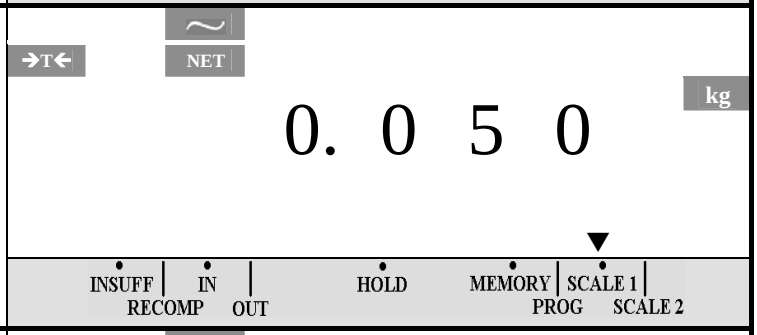
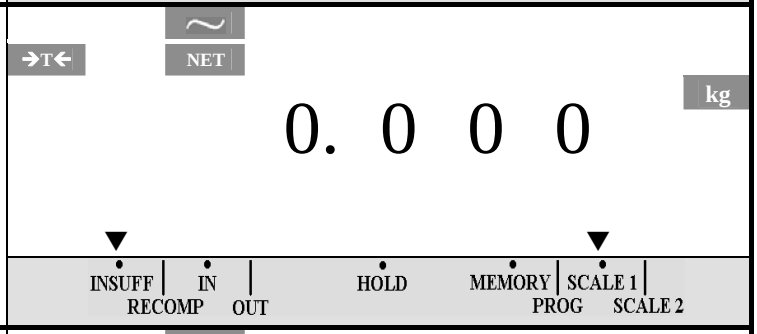
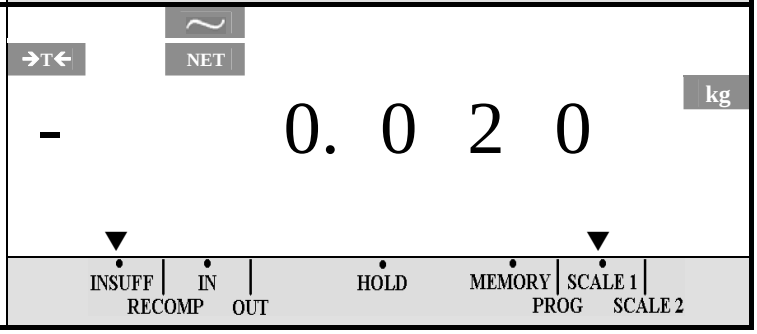
There are two ways to subtract tare weight exchange in Weighing Mode and Counting Mode: **Tare Accumulation** and **Tare Subtraction**. To enable this function, **SPEC 29 bit 1** and **bit 0** must set to "**0**" in advance.

1.5.2.1 One Touch Tare

OPERATION	KEY	DISPLAY
1. At Weighing Mode, place a tare weight on the platform (Ex. 20g)		
2. Press **[T]** key to subtract the tare weight.		
3. Place another tare weight on the platform (Ex. 50g)		
4. Press **[T]** key to subtract the tare weight again (Tare Accumulation).		
5. Remove 20g from the platform.		

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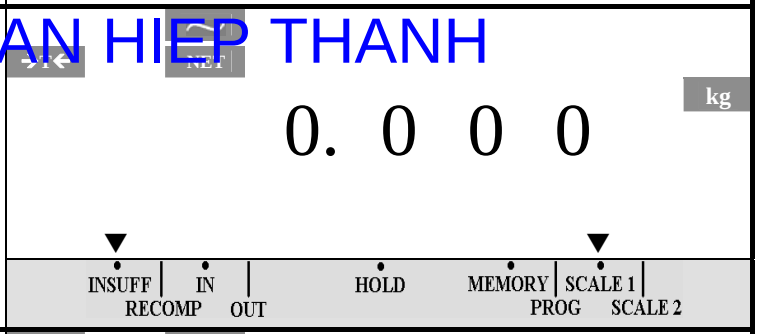
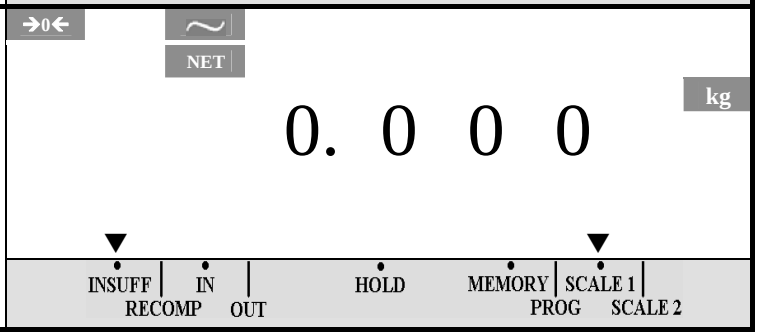
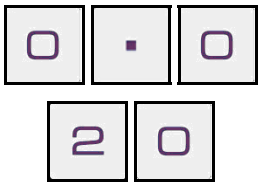
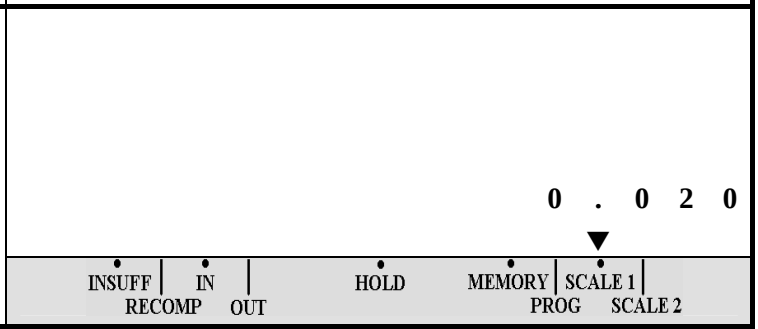
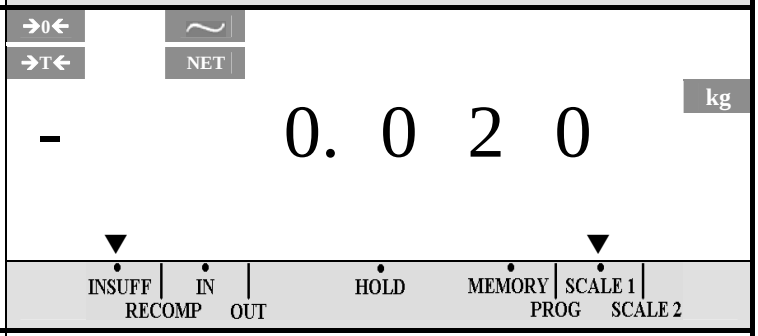
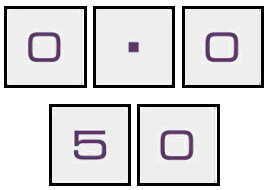
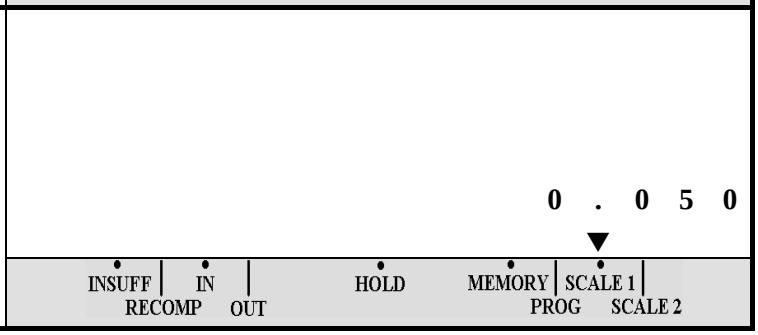
OPERATION	KEY	DISPLAY
6. Press **[T]** key to subtract the tare weight (Tare Subtraction).		
7. Remove 50g form platform and press **[T]** key to clear the Tare value.		

1.5.2.2 Digital Tare

Note: To enable this function, **SPEC 27 bit 2** must set to **"1"** in advance.

OPERATION	KEY	DISPLAY
1. At Weighing Mode, enter tare weight by numeric key (Ex. 20g).		
2. Press **[T]** key to subtract the tare weight.		
3. Enter the tare weight by numeric key (Ex. 50g).		

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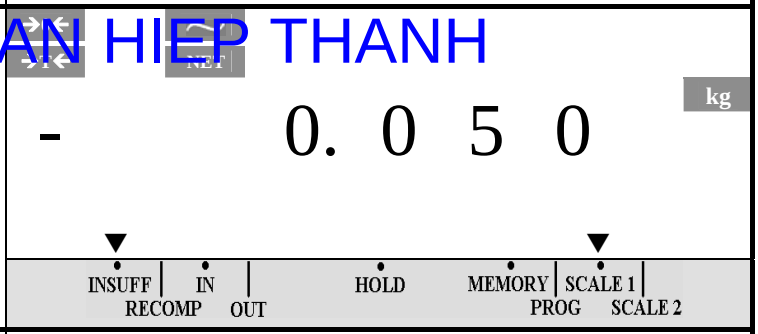
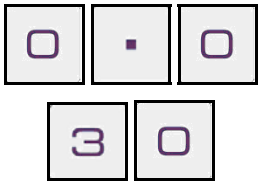
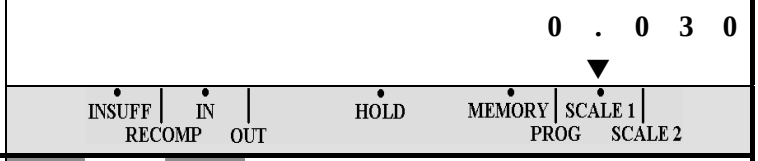
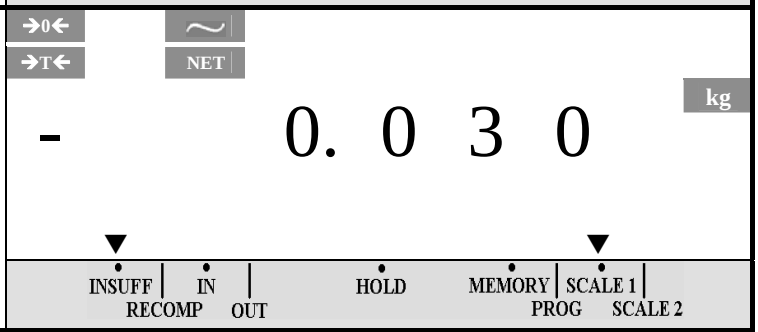
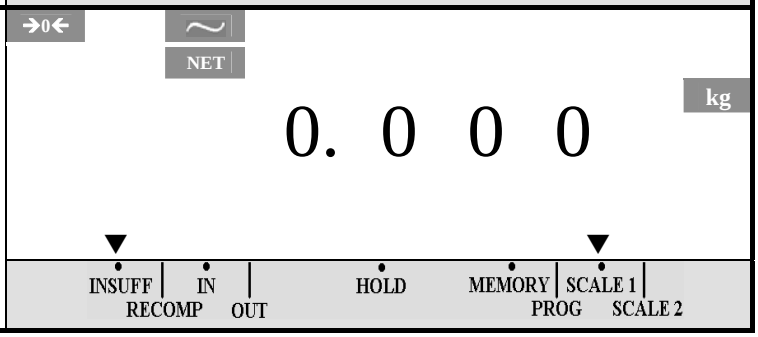
OPERATION	KEY	DISPLAY
4. Press **[T]** key to subtract the tare weight (Tare Accumulation). ❖Total tare value will change from 20g to 50g.		
5. Enter tare value by numeric key (Ex. 30g).		
6. Press **[T]** key to subtract the tare weight (Tare Subtraction). ❖Total tare value will change from 50g to 30g.		
7. Press **[T]** key to clear the Tare value.		

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1.5.3 Tare Override

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This function is to change the tare value or set a new tare when PLU is called up in Weighing Mode and Counting Mode.
For example: Call up PLU in WEIGHING MODE.

OPERATION	KEY	DISPLAY
1. At Weighing Mode, call up PLU by enters the PLU Number (Ex. 123) and press **[PLU]** key. ❖If tare value is set in PLU File in advance, the tare weight will be displayed on Main Display.	1 2 3 IN/OUT	→0← NET kg 0. 0 0 0 S T E A T I T E - C 3 H 5 INSUFF IN HOLD MEMORY SCALE 1 RECOMP OUT PROG SCALE 2
2. Place a tare weight on the platter (Ex. 50g). ❖If you knowing the tare value, enter the tare value by numeric key and press **[T]** key.		NET kg 0. 0 5 0 S T E A T I T E - C 3 H 5 INSUFF IN HOLD MEMORY SCALE 1 RECOMP OUT PROG SCALE 2
3. Press **[T]** key to subtract the tare weight. ❖If you want the tare value update to the PLU File, after tare subtracted press **[UNIT WEIGHT]** key to save the new tare value to the PLU File.	→T←	→T← NET kg 0. 0 0 0 S T E A T I T E - C 3 H 5 INSUFF IN HOLD MEMORY SCALE 1 RECOMP OUT PROG SCALE 2
4. Place the product on the platter (Ex. 20kg)		→T← NET kg 2 0. 0 0 0 S T E A T I T E - C 3 H 5 INSUFF IN HOLD MEMORY SCALE 1 RECOMP OUT PROG SCALE 2
5. Press **[✱]** key to issue a receipt or label. ❖Print Tare value on receipt (Build-in Printer) can be select at **SPEC 14 bit 2.**	✱ PROG	→T← NET kg 2 0. 0 0 0 S T E A T I T E - C 3 H 5 INSUFF IN HOLD MEMORY SCALE 1 RECOMP OUT PROG SCALE 2

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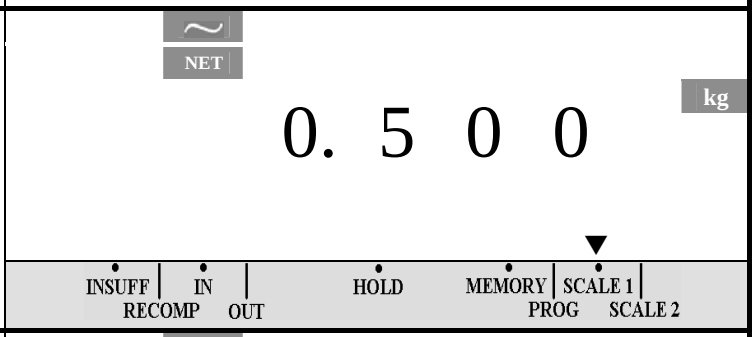
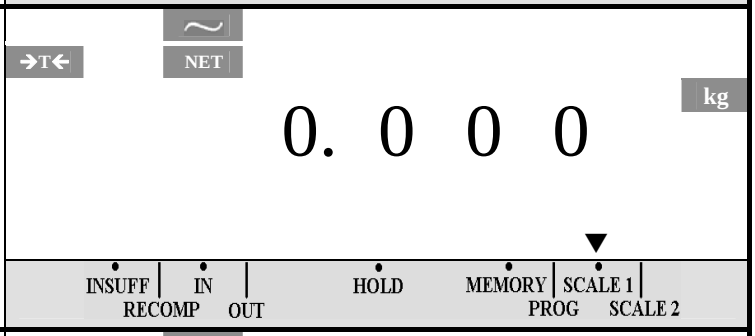
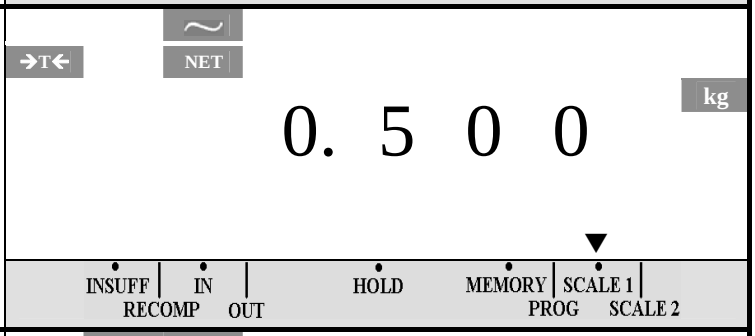
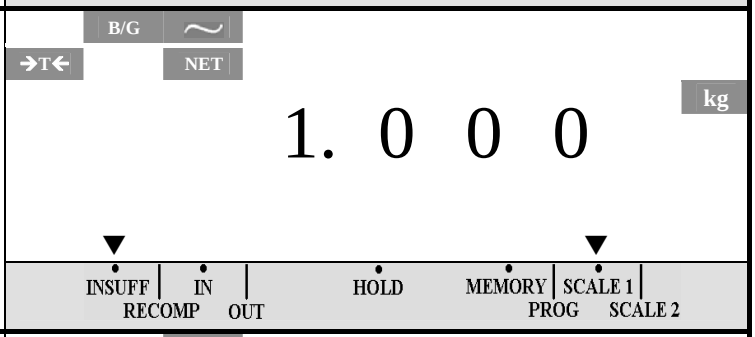
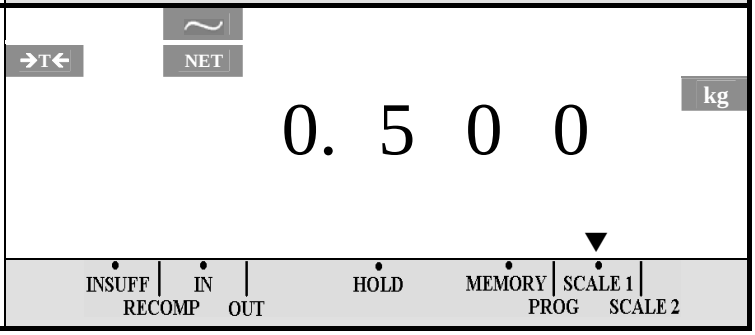
1.6 NET/GROSS OPERATION

CAN DIEN TU TAN HIEP THANH

Gross weight displays are available in both Weighing Mode and Counting Mode. In Weighing Mode, allow user use numeric key and **[PRINT]** key to perform printing operation. PLU are not allowed to call up in Gross Mode, but allow call up in NET mode and then switch to Gross Mode. In Counting Mode, This key is used to view the Gross Weight for the item only and all numeric keys and **[PRINT]** key are disabled.

Note: To enable this operation, **SPEC 25 bit 0** must set to **"0"** in advance.

OPERATION	KEY	DISPLAY
1. At Weighing Mode, place 500g of weight on the platter.		
2. Press **[T]** key to subtract the tare weight.		
3. Place another 500g of weight on the platter.		
4. Press **[NET/ B/G]** key to enter GROSS Mode. ❖ Press **[✱]** key if you want to issue a receipt or press **[+] / [-]** key for Accumulation / Subtraction operation.		
5. Back to NET Mode, press **[NET/ B/G]** key again.		

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1.7 PLU CALL UP

CAN DIEN TU TAN HIEP THANH

There are two different type of PLU Code, Digits Numeric Number and Teraoka Code / ASCII Code to call up the programmed PLUs in Weighing Mode or Counting Mode.

- By press the **[PLU]** key after entering desired Digits Numeric Number of the PLU Code.
- By press the **[.]** key to entry Teraoka or ASCII Code mode to enter Teraoka Code / ASCII Code of the PLU Code.

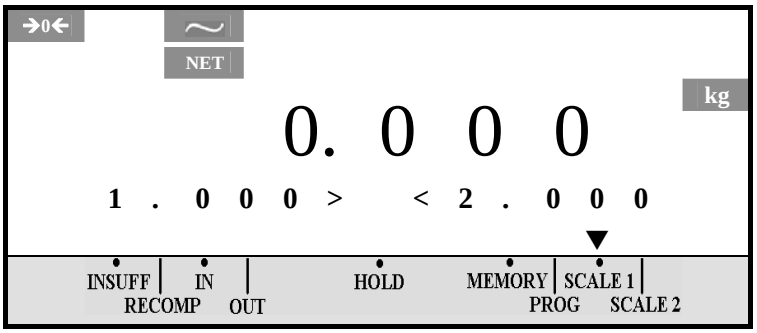
Note: The machines beeps and following error message "PLU NOT FOUND" appear on the display if enter not existing PLU Number. Press **[C]** key to clear the message and then check the PLU Number and try again.

1.7.1 Call Up PLU by Digits Numeric Number

For example: Call up PLU in WEIGHING MODE.

OPERATION	KEY	DISPLAY
1. At Weighing Mode, enter the existing PLU Number by numeric key (Ex. 123).	1 2 3	1 2 3 INSUFF RECOMP | IN OUT | HOLD | MEMORY PROG | SCALE 1 SCALE 2
2. Press **[PLU]** key (The PLU data will appear on the display). ❖Insufficient indicator will light up if Unit Weight for the Item is set to 0. ❖ **Refer to Note 1.**	# IN/OUT	→0← ~ NET kg 0. 0 0 0 S T E A T I T E - C 3 H 5 INSUFF RECOMP | IN OUT | HOLD | MEMORY PROG | SCALE 1 SCALE 2
3. Press **[C]** key to clear the PLU and display return to Weighing Mode.	C	→0← ~ NET kg 0. 0 0 0 INSUFF RECOMP | IN OUT | HOLD | MEMORY PROG | SCALE 1 SCALE 2

Note 1: If the PLU with Individual PLU Set-Point setting and **SPEC 00 bit 0** is set to **"1"** and **SPEC 07: SET POINT TYPE (bit 1 & 0)** must set to **% WEIGHT** or **WEIGHT**, after display the Commodity Name for a second, the Set Point data will appear on Sub-Displays.



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1.7.2 Call Up PLU by Teraoka Code / ASCII Code

For example: Call up A03 in Counting Mode.

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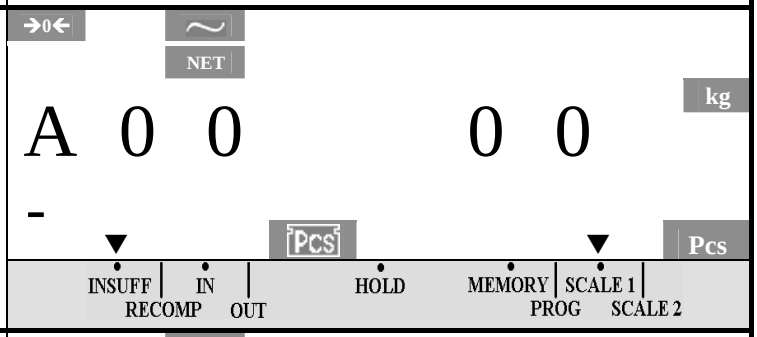
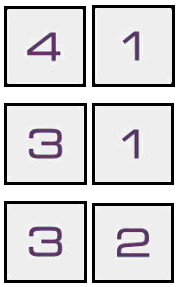
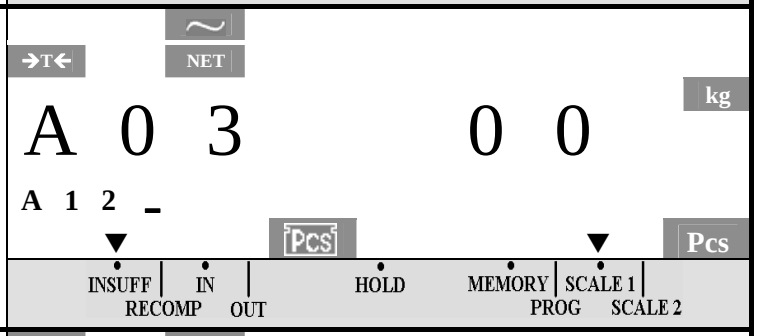
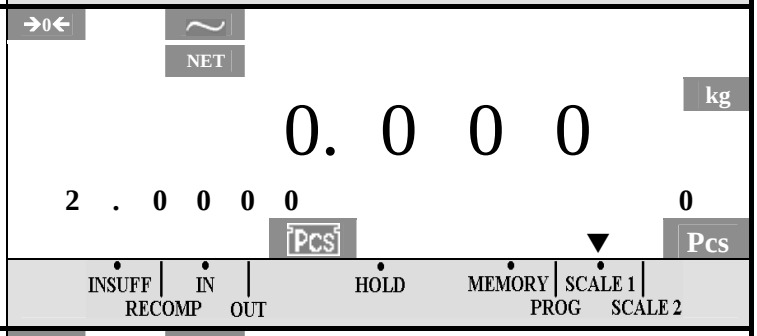
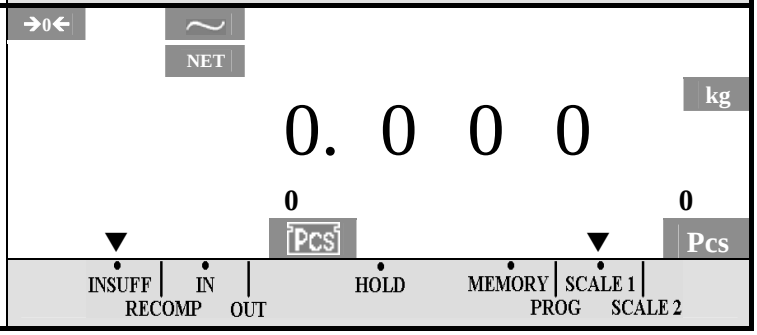
OPERATION	KEY	DISPLAY
1. At Counting Mode, press **[.]** key to enter ASCII Code entry mode. ❖Using ASCII Code or Teraoka Code is depending on SPEC **14 bit 3** setting, **0: Teraoka Code** & **1: ASCII Code.**		
2. Enter PLU Code by ASCII Code (Ex. A12). ❖Manual or Auto Shift to next position after enters ASCII Code or Teraoka Code is depending on **SPEC 06 bit 0** setting. ❖ **Refer to Note 1.**		
3. Press **[PLU]** key (The PLU data will appear on the display). ❖The Commodity Name will appear for a second on Sub-Display column.		
4. Press **[C]** key to clear the PLU and display return to Counting Mode.		

Note 1: Press **[+]** key to next position and **[-]** key back to previous position.

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1.8 SET NEW ITEM CODE IN REGISTRATION MODE

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This function is used to program a New PLU Code in Registration Mode (Weighing Mode or Counting Mode) and update to PLU Files. To enable this function, **SPEC 04 bit 3** must set to "**0**" in advance.

For example: Set New PLU Code 246 in Counting Mode.

OPERATION	KEY	DISPLAY
1. At Counting Mode, enter new PLU Code (Ex. 246) by numeric key.	2 4 6	2 4 6 ▼ INSUFF IN HOLD MEMORY SCALE 1 RECOMP OUT PROG SCALE 2
2. Press **[PLU]** key ❖The machine beeps and following message will appears. ❖If you don't want the error buzzer sound and error message appear, **SPEC 19 bit 3** must set to "**1**" in advance.	# IN/OUT	P L U N O T F O U N D INSUFF IN HOLD MEMORY SCALE 1 RECOMP OUT PROG SCALE 2
3. Press **[PLU]** key to store the New PLU Code in PLU Files.	# IN/OUT	→0← ~ NET 0. 0 0 0 kg 0 Pcs 0 Pcs INSUFF IN HOLD MEMORY SCALE 1 RECOMP OUT PROG SCALE 2
4. Enter Unit Weight by numeric key (Ex. 2.0000) and press **[UNIT WEIGHT]** key. ❖Insufficient indicator OFF after set the Unit Weight.	2 Pcs	→0← ~ NET 0. 0 0 0 kg 2 . 0 0 0 0 Pcs 0 Pcs INSUFF IN HOLD MEMORY SCALE 1 RECOMP OUT PROG SCALE 2
5. Update new Unit Weight to the PLU 246, press **[UNIT WEIGHT]** key. ❖ The display will show ----- and back to previous display.	Pcs	→0← ~ NET 0. 0 0 0 kg 2 . 0 0 0 0 Pcs 0 Pcs INSUFF IN HOLD MEMORY SCALE 1 RECOMP OUT PROG SCALE 2

Note 1: If you don't want the new PLU Code update to PLU Files but for temporally printing, **SPEC 04 bit 3** must set to "**1**" in advance or at step 2, press **[C]** key to cancel.

Note 2: If you want set new Tare value and update to PLU, after set the tare value and then press **[UNIT WEIGHT]** key to store.

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1.9 MANUAL PRINT

This section explains about the operation for single transaction and issues a receipt or label in Weighing Mode and Counting Mode.

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1.9.1 Weighing Mode

There has to ways for Single transaction to issue receipt (Build-in Printer) or label (Barcode Printer) in Weighing Mode, by place the product on the platter or by enter the knowing weight of the product.

OPERATION	KEY	DISPLAY
1. At Weighing Mode, enter the existing PLU Number by numeric key (Ex. 123) and press **[PLU]** key.	1 2 3 # IN/OUT	→0← ~ NET kg 0. 0 0 0 S T E A T I T E - C 3 H 5 INSUFF IN HOLD MEMORY SCALE 1 RECOMP OUT PROG SCALE 2
2. Place the product on the platter (Ex. 5. 5kg).		~ NET kg 5. 5 0 0 S T E A T I T E - C 3 H 5 INSUFF IN HOLD MEMORY SCALE 1 RECOMP OUT PROG SCALE 2
3. Press **[✱]** key to issue a receipt. ❖ Build-in Printer will start printing and label also be issue if machine connect to Barcode Printer. ❖ Press **[✱]** key again will issue another receipt or label without removing weight from platter.	✱ PROG	~ NET kg 5. 5 0 0 S T E A T I T E - C 3 H 5 INSUFF IN HOLD MEMORY SCALE 1 RECOMP OUT PROG SCALE 2
4. Enter the knowing weight of the product by numeric key (Ex. 55kg). ❖ Maximum 6 digits and one decimal point can be entering (The decimal point position must same as the Decimal Point position of the Scale).	5 5 . 0 0 0	5 5 . 0 0 0 INSUFF IN HOLD MEMORY SCALE 1 RECOMP OUT PROG SCALE 2
5. Press **[✱]** key to issue a receipt. ❖ After complete issuing receipt, remove the product from the platter and press **[C]** key to clear the PLU.	✱ PROG	~ NET kg 5. 5 0 0 S T E A T I T E - C 3 H 5 INSUFF IN HOLD MEMORY SCALE 1 RECOMP OUT PROG SCALE 2

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1.9.2 Counting Mode

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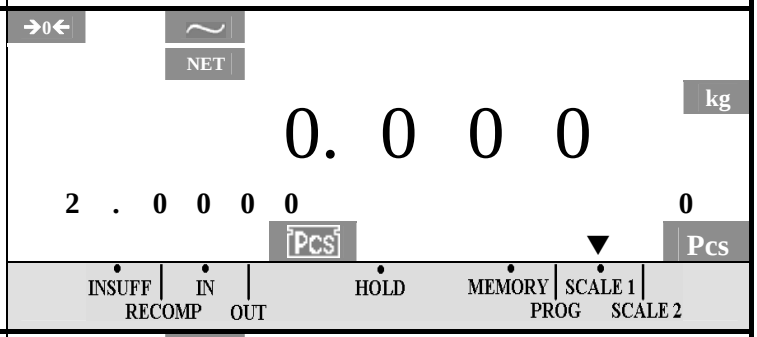
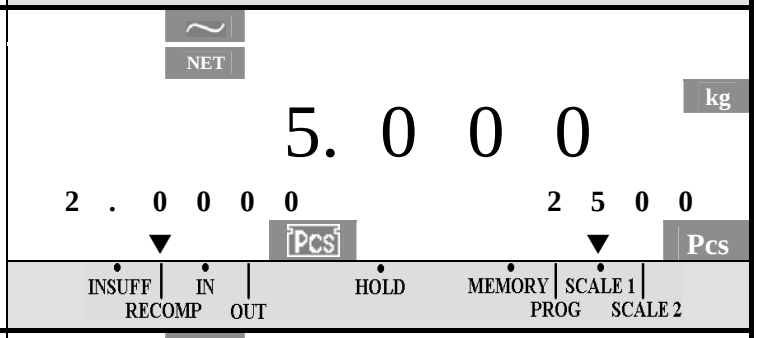
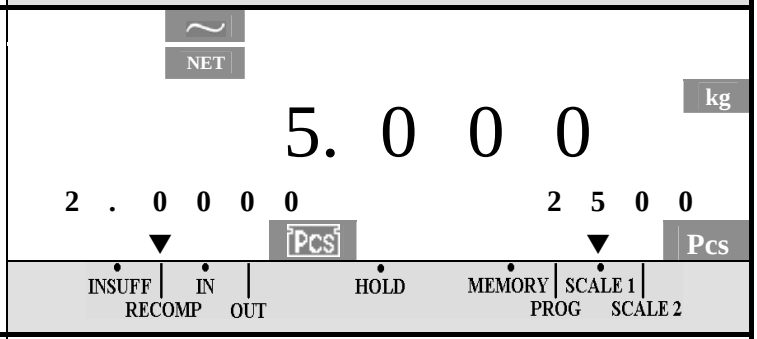
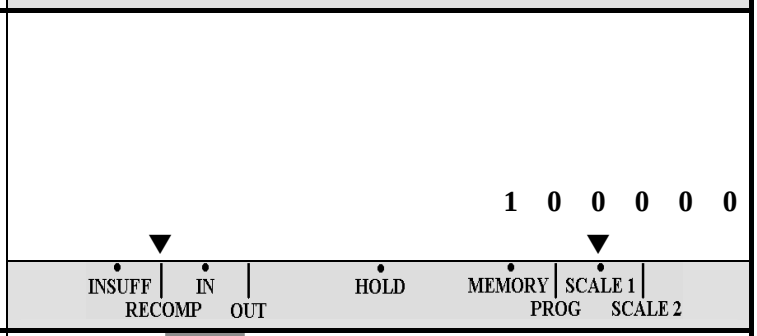
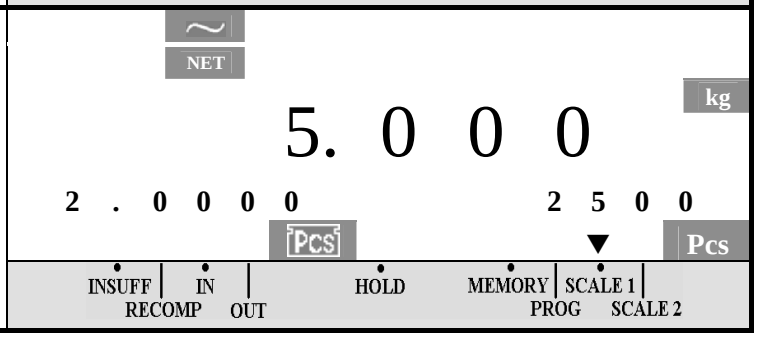
There has to ways for single transaction to issue receipt (Build-in Printer) or label (Barcode Printer) in Counting Mode, by place the product on the platter or by enter the knowing quantity of the product.

OPERATION	KEY	DISPLAY
1. At Weighing Mode, enter the existing PLU Number by numeric key (Ex. 123) and press **[PLU]** key.	1 2 3 # IN/OUT	
2. Place the product on the platter (Ex. 5kg).		
3. Press **[✱]** key to issue a receipt. ❖ Build-in Printer will start printing and label also be issue if machine connect to Barcode Printer. ❖ Press **[✱]** key again will issue another receipt or label without removing weight from platter.	✱ PROG	
4. Enter the knowing quantity of the product by numeric key (Ex.100000Pcs). ❖ Maximum 9999999 can be entering.	1 0 0 0 0 0	
5. Press **[✱]** key to issue a receipt. ❖ After complete issuing receipt, remove the product from the platter and press **[C]** key to clear the PLU.	✱ PROG	

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1.10 ACCUMULATION AND SUBTRACTION

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1.10.1 Single Item Transaction

This section explains about the operation for individual product to print Total Weight or Total Quantity on receipt or label in Weighing Mode or Counting Mode.

1.10.1.1 Weighing Mode

There has to ways for individual product to issue receipt (Build-in Printer) or label (Barcode Printer) in Weighing Mode, by place the product on the platter or by enter the knowing weight of the product.

OPERATION	KEY	DISPLAY
1. At Weighing Mode, enter the existing PLU Number by numeric key (Ex. 123) and press **[PLU]** key.	1 2 3 # IN/OUT	→0← ~ NET kg 0. 0 0 0 S T E A T I T E - C 3 H 5 INSUFF IN HOLD MEMORY SCALE 1 RECOMP OUT PROG SCALE 2
2. Enter knowing weight for the product by numeric key (Ex. 1.25kg).	1 . 2 5 0	1 . 2 5 0 INSUFF IN HOLD MEMORY SCALE 1 RECOMP OUT PROG SCALE 2
3. Press **[+]** key. ❖ Memory lamp light up. ❖ Build-in Printer will start printing if it connected and label also be issue if machine connect to Barcode Printer. ❖ **Refer to Note 1.**	+	~ NET kg t o t A L W E I G H T 1 . 2 5 0 INSUFF IN HOLD MEMORY SCALE 1 RECOMP OUT PROG SCALE 2
4. Press **[C]** key to exit from Add. Mode. ❖Auto exit from Add. Mode can be set at **SPEC 32 bit 1**.	C	→0← ~ NET kg 0. 0 0 0 S T E A T I T E - C 3 H 5 INSUFF IN HOLD MEMORY SCALE 1 RECOMP OUT PROG SCALE 2
5. Place the product on the platter (Ex. 5. 5kg).		~ NET kg 5. 5 0 0 S T E A T I T E - C 3 H 5 INSUFF IN HOLD MEMORY SCALE 1 RECOMP OUT PROG SCALE 2

Note 1: Label issue from Barcode Printer or Data send to PC only when **[PRINT]** key is depressed can be set at **SPEC 19 bit 0.**

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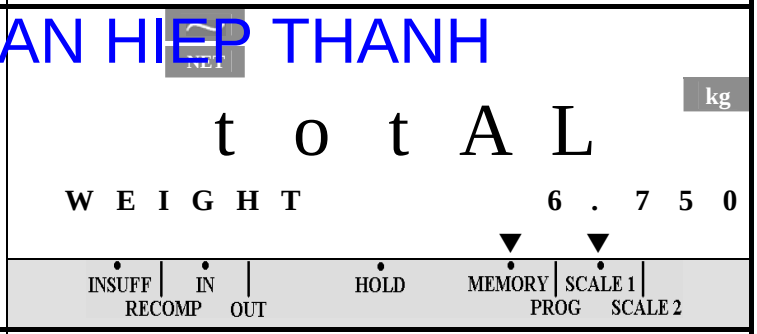
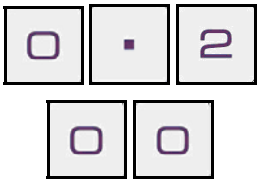
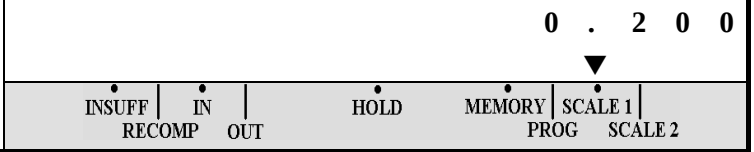
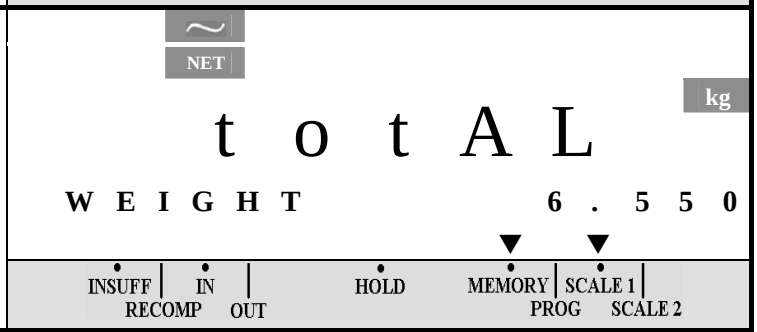
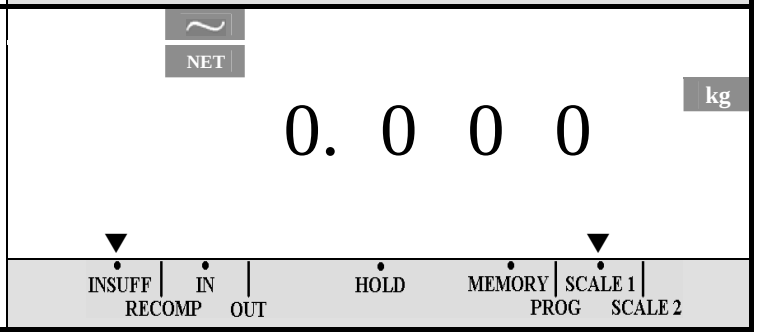
OPERATION	KEY	DISPLAY
6. Press **[+]** key. ❖Auto exit from Add. Mode can be set at **SPEC 32 bit 1**.		
7. Enter knowing weight on Add. Mode for the product by numeric key (Ex. 0.2kg).		
8. Press **[-]** key to deducts the 0.2kg of product.		
9. Press **[✱]** key to issue a receipt or total label and display will automatically return to Weighting Mode.		
10. Remove the product from platter and then press **[C]** key to clear the PLU. ❖ PLU Auto Clear after remove all weight from platter, can be set at **SPEC 28 bit 0** and the condition is depending on **SPEC 28 bit 2 & bit 1** setting.		

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1.10.1.2 Counting Mode

There has to ways for individual product to issue receipt (Build-in Printer) or label (Barcode Printer) in Counting Mode, by place the product on the platter or by enter the knowing quantity of the product.

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OPERATION	KEY	DISPLAY
1. At Counting Mode, enter the existing PLU Number by numeric key (Ex. 123) and press **[PLU]** key.	1 2 3 # IN/OUT	→0← NET kg 0. 0 0 0 2 . 0 0 0 0 0 Pcs Pcs INSUFF RECOMP IN OUT HOLD MEMORY PROG SCALE 1 SCALE 2
2. Enter the knowing Quantity for the product (Ex. 10000Pcs). ❖ Max. 9999999 can be entering.	1 0 0 0 0	1 0 0 0 0 INSUFF RECOMP IN OUT HOLD MEMORY PROG SCALE 1 SCALE 2
3. Press **[+]** key. ❖ Memory lamp light up. ❖ Build-in Printer will start printing if it connected and label also be issue if machine connect to Barcode Printer. ❖ **Refer to Note 1.**	+	NET Pcs t o t A L Q U A N T I T Y 1 0 0 0 0 INSUFF RECOMP IN OUT HOLD MEMORY PROG SCALE 1 SCALE 2
4. Press **[C]** key to exit from Add. Mode. ❖ Auto exit from Add. Mode can be set at **SPEC 32 bit 1**.	C	→0← NET kg 0. 0 0 0 2 . 0 0 0 0 0 Pcs Pcs INSUFF RECOMP IN OUT HOLD MEMORY PROG SCALE 1 SCALE 2
5. Place the product on the platter (Ex. 5kg). ❖ Re-computing lamp light up.		NET kg 5. 0 0 0 2 . 0 0 0 0 2 5 0 0 Pcs Pcs INSUFF RECOMP IN OUT HOLD MEMORY PROG SCALE 1 SCALE 2

Note 1: Label issue for Barcode Printer or Data send to PC only when **[PRINT]** key is depressed can be set at **SPEC 19 bit 0.**

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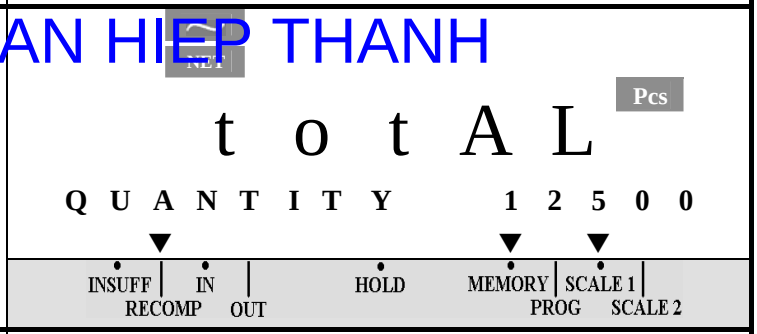
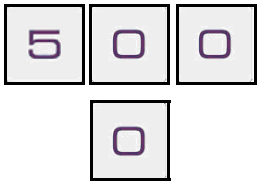
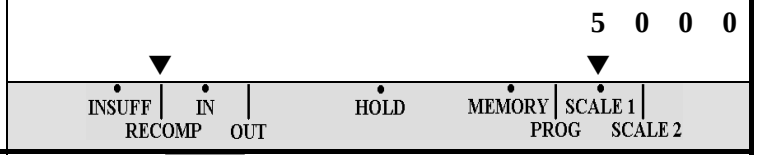
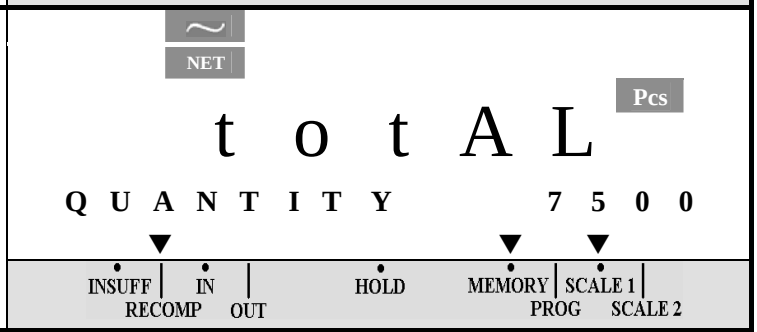
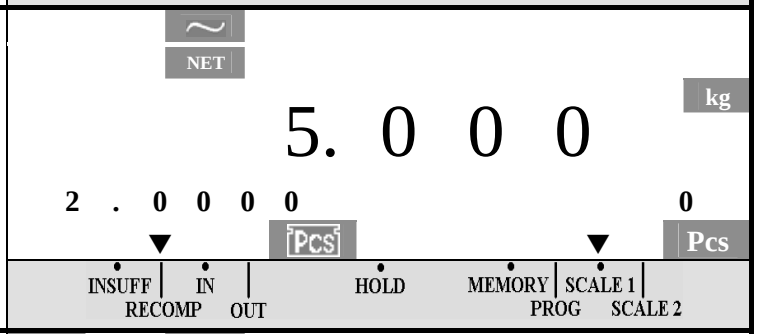
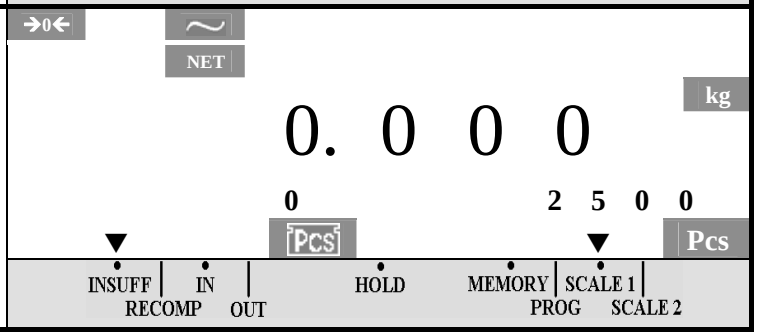
OPERATION	KEY	DISPLAY
6. Press **[+]** key.		
7. Enter the knowing Quantity at Add. Mode for the product (Ex. 5000Pcs). ❖ Max. 9999999 can be entering.		
8. Press **[-]** key to deducts the Quantity of product.		
9. Press **[✱]** key to issue a receipt or total label and display will automatically return to Counting Mode.		
10. Remove the product from platter and then press **[C]** key to clear the PLU. ❖ PLU auto clear after remove all weight from platter, can be set at **SPEC 28 bit 0** and the condition is depending on **SPEC 28 bit 2 & bit 1** setting		

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1.10.2 Multiple Items Transaction

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Following operation is examples showing how to operate two or more items for accumulate or subtract to issuing a receipt or total label in Weighing Mode or Counting Mode. To enable this function, **SPEC 13 bit 0: ALLOW PLU CALLING WHEN MEMORY FLAG SET MUST** set to "**1**" in advance.

1.10.2.1 Weighing Mode

For example: Accumulate 50kg of PLU 123 by key-in, 20kg of PLU 5 by weighing, 35.5kg of PLU 1 by key-in and deducts 5kg of PLU 5 by Weighing.

OPERATION	KEY	DISPLAY
1. At Weighing Mode, enter the existing PLU Number by numeric key (Ex. 123) and press **[PLU]** key.	1 2 3 # IN/OUT	→0← ~ NET kg 0. 0 0 0 S T E A T I T E - C 3 H 5 INSUFF IN HOLD MEMORY SCALE 1 RECOMP OUT PROG SCALE 2
2. Enter knowing weight for the product by numeric key (Ex. 50kg).	5 0 . 0 0 0	5 0 . 0 0 0 INSUFF IN HOLD MEMORY SCALE 1 RECOMP OUT PROG SCALE 2
3. Press **[+]** key. ❖ Memory lamp light up. ❖Build-in Printer will start printing if it connected and label also be issue if machine connect to Barcode Printer. ❖ **Refer to Note 1.**	+	~ NET kg t o t A L W E I G H T 5 0 . 0 0 0 INSUFF IN HOLD MEMORY SCALE 1 RECOMP OUT PROG SCALE 2
4. Press **[5]** and **[PLU]** key to called up PLU 5. ❖Auto exit from Add. Mode can be set at **SPEC 32 bit 1**.	5 # IN/OUT	→0← ~ NET kg 0. 0 0 0 S E M B (S U S) M 9 x 1 INSUFF IN HOLD MEMORY SCALE 1 RECOMP OUT PROG SCALE 2
5. Place the product on the platter (Ex. 20kg).		~ NET kg 2 0. 0 0 0 S E M B (S U S) M 9 x 1 INSUFF IN HOLD MEMORY SCALE 1 RECOMP OUT PROG SCALE 2

Note 1: Label issue from Barcode Printer or Data send to PC only when **[PRINT]** key is depressed can be set at **SPEC 19 bit 0.**

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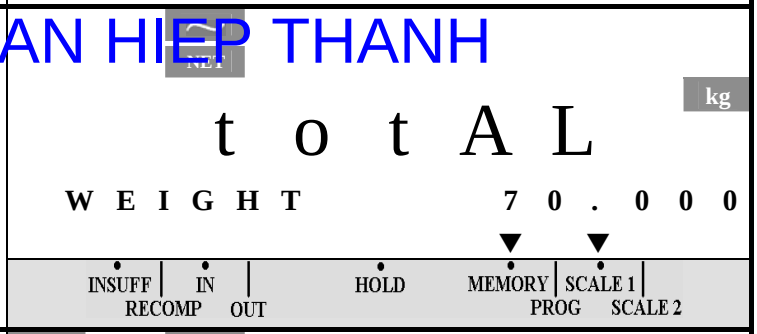
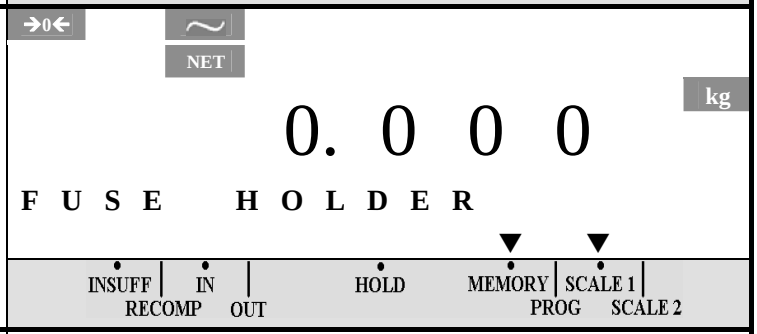
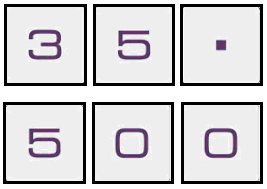
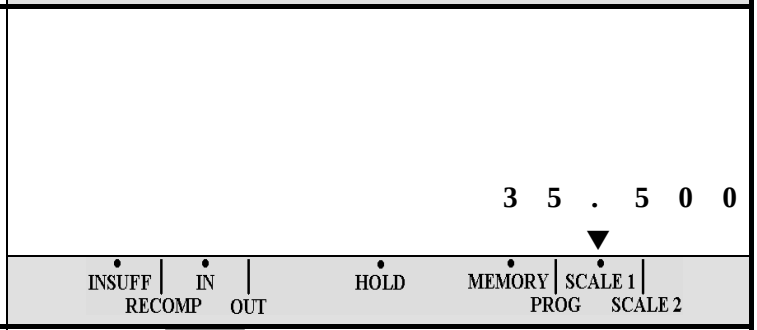
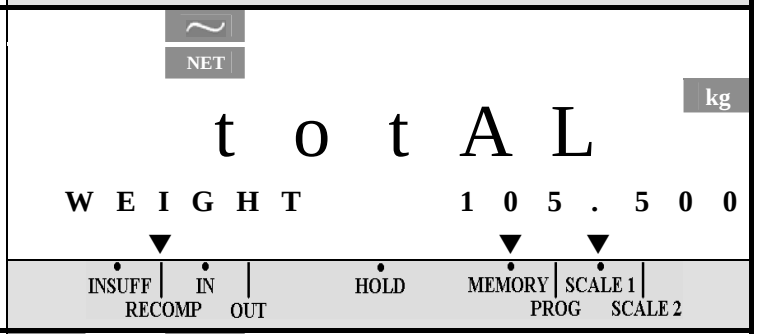
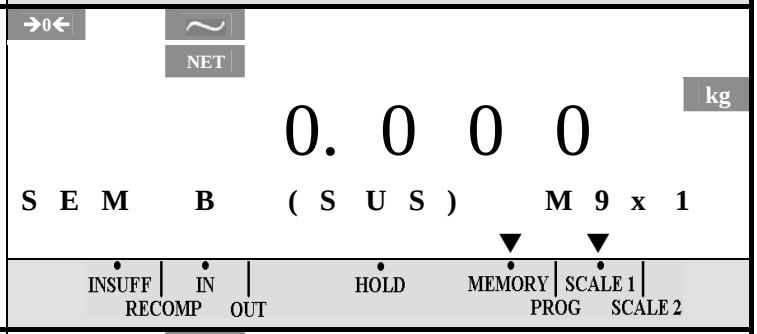
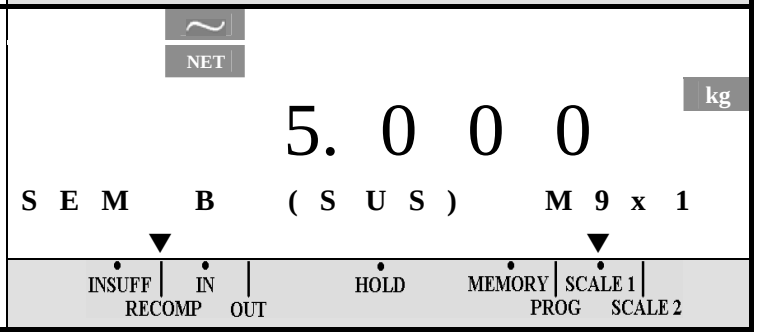
OPERATION	KEY	DISPLAY
6. Press **[+]** key. ❖Auto exit from Add. Mode can be set at **SPEC 32 bit 1**.		
7. Remove the product from platter and press **[1]** and **[PLU]** key to call up PLU No. 1. ❖Auto exit from Add. Mode can be set at **SPEC 32 bit 1**.		
8. Enter knowing weight for the product by numeric key (Ex. 35.5kg).		
9. Press **[+]** key. ❖Auto exit from Add. Mode can be set at **SPEC 32 bit 1**.		
10.Call up PLU 5 again by press **[5]** and **[PLU]** key. ❖Auto exit from Add. Mode can be set at **SPEC 32 bit 1**.		
11. Place 5kg of the product on the platter.		

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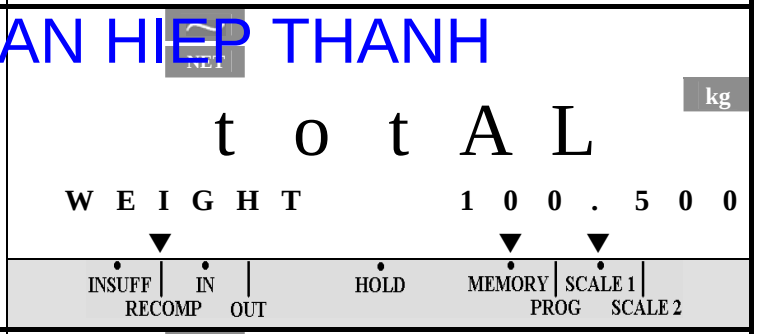
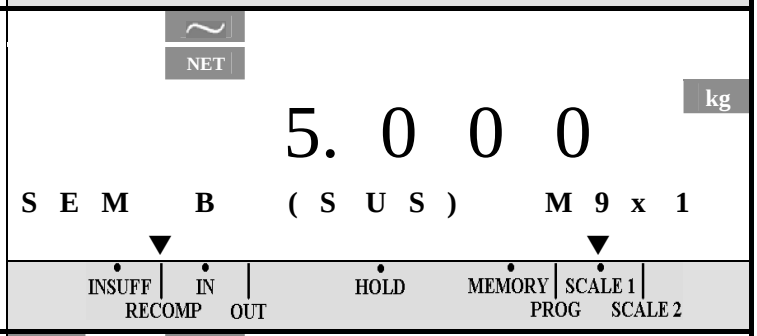
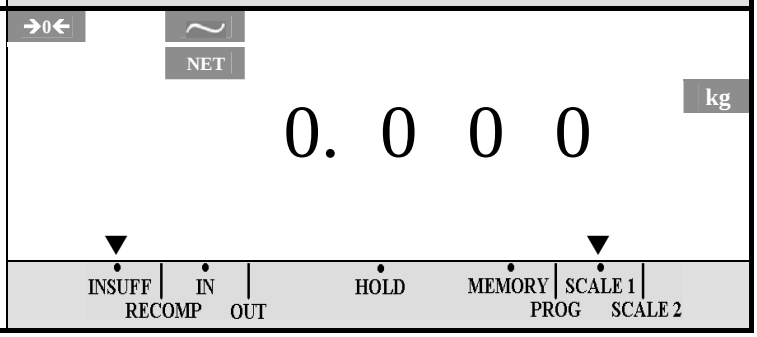
OPERATION	KEY	DISPLAY
12. Press **[-]** key to deducts the Weight of product.		
13. Press **[✱]** key to issue a receipt or total label and display will automatically return to Weighting Mode.		
14. Remove the product from platter and press **[C]** key to clear the PLU. ❖ PLU auto clear after remove all weight from platter, can be set at **SPEC 28 bit 0** and the condition is depending on **SPEC 28 bit 2 & bit 1** setting.		

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1.10.2.2 Counting Mode

For example: Accumulate 10000pcs of PLU 123 by key-in, 5kg of PLU 5 by weighing, 60000pcs of PLU 1 by key-in and deducts 1kg of PLU 5 by weighing.

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OPERATION	KEY	DISPLAY
1. At Counting Mode, enter the existing PLU Number by numeric key (Ex. 123) and press **[PLU]** key.	1 2 3 # IN/OUT	→0← NET kg 0. 0 0 0 2 . 0 0 0 0 0 Pcs Pcs INSUFF IN HOLD MEMORY SCALE 1 RECOMP OUT PROG SCALE 2
2. Enter the knowing Quantity for the product (Ex. 10000Pcs). ❖ Max. 9999999 can be entering.	1 0 0 0 0	1 0 0 0 0 INSUFF IN HOLD MEMORY SCALE 1 RECOMP OUT PROG SCALE 2
3. Press **[+]** key. ❖ Memory lamp light up. ❖ Build-in Printer will start printing if it connected and label also be issue if machine connect to Barcode Printer. ❖ **Refer to Note 1.**	+	NET Pcs t o t A L Q U A N T I T Y 1 0 0 0 0 INSUFF IN HOLD MEMORY SCALE 1 RECOMP OUT PROG SCALE 2
4. Press **[5]** and **[PLU]** key to called up PLU 5. ❖Auto exit from Add. Mode can be set at **SPEC 32 bit 1**.	5 # IN/OUT	→0← NET kg 0. 0 0 0 0 . 1 0 0 0 0 Pcs Pcs INSUFF IN HOLD MEMORY SCALE 1 RECOMP OUT PROG SCALE 2
5. Place the product on the platter (Ex. 5kg). ❖Re-computing lamp light up.		NET kg 5. 0 0 0 2 . 0 0 0 0 5 0 0 0 0 Pcs Pcs INSUFF IN HOLD MEMORY SCALE 1 RECOMP OUT PROG SCALE 2

Note 1: Label issue for Barcode Printer or Data send to PC only when **[PRINT]** key is depressed can be set at **SPEC 19 bit 0.**

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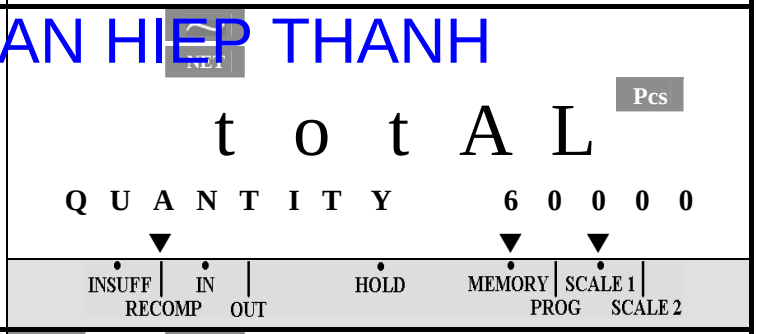
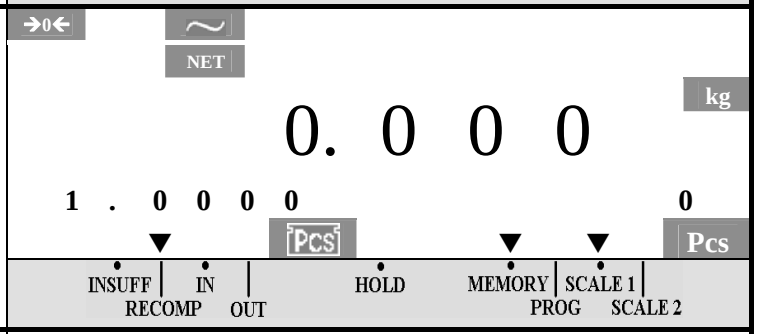
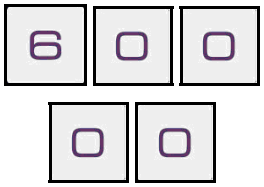
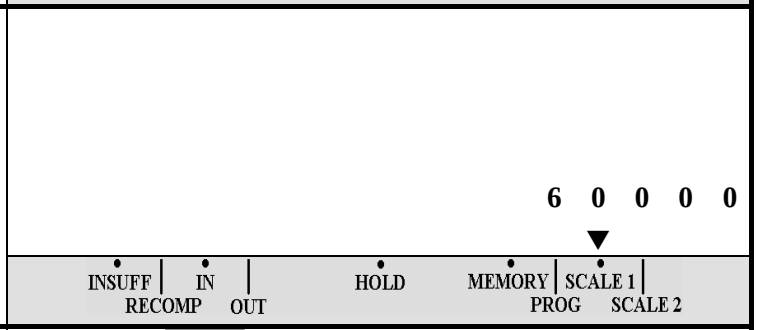
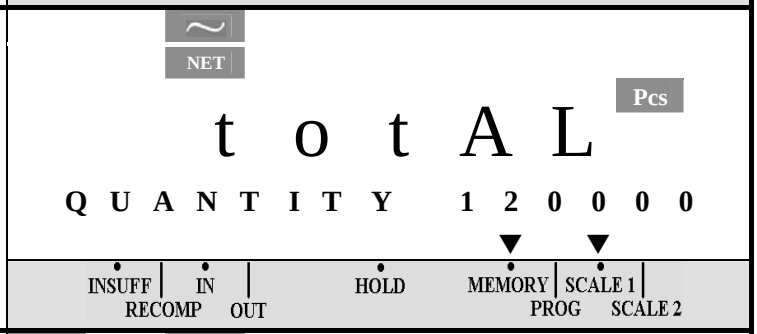
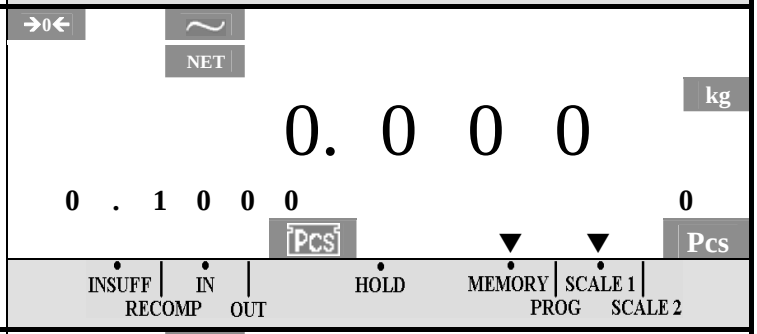
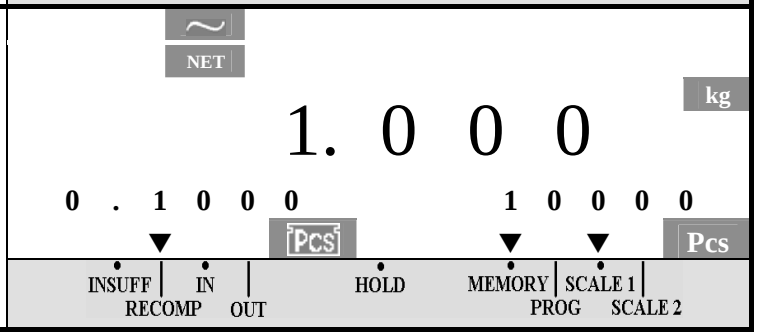
OPERATION	KEY	DISPLAY
6. Press **[+]** key.		
7. Remove the product from platter and press **[1]** and **[PLU]** key to call up PLU 1. **Note:** Auto exit from Add. Mode can be set at **SPEC 32 bit 1**.		
8. Enter the knowing Quantity for the product (Ex. 60000Pcs). ❖ Max. 9999999 can be entering.		
9. Press **[+]** key. **Note:** Auto exit from Add. Mode can be set at **SPEC 32 bit 1**.		
10.Call up PLU 5 again by press **[5]** and **[PLU]** key. **Note:** Auto exit from Add. Mode can be set at **SPEC 32 bit 1**.		
11. Place 1kg of the product on the platter.		

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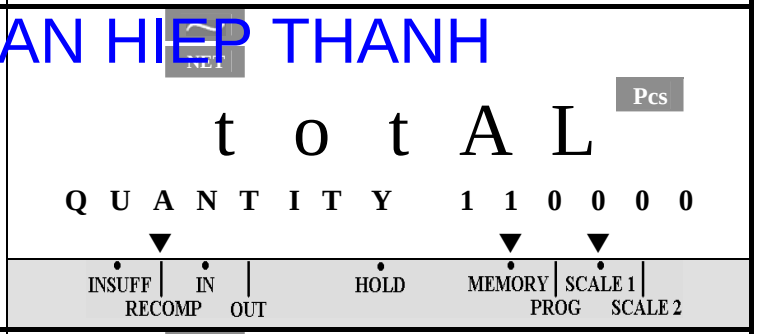
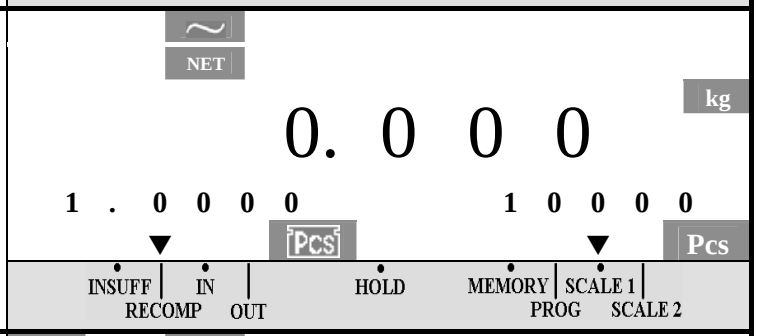
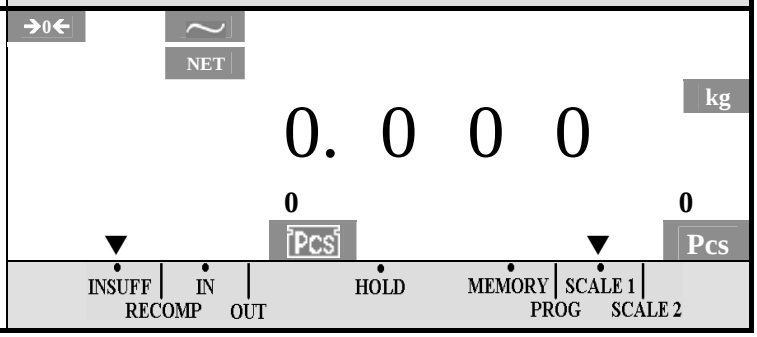
OPERATION	KEY	DISPLAY
12. Press **[-]** key to deducts the Quantity of product.		
13. Press **[✱]** key to issue a receipt or total label and display will automatically return to Counting Mode.		
14. Remove the product from platter and then press **[C]** key to clear the PLU. ❖ PLU auto clear after remove all weight from platter, can be set at **SPEC 28 bit 0** and the condition is depending on **SPEC 28 bit 2 & bit 1** setting.		

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1.11 SWITCHING PLATFORM

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Switching platform is available in both Weighing Mode and Counting by press the **[SWITCH]** key to switch between Scale 1 & Scale 2. To enable this function, **SPEC 25 bit 1** must set to **"1"** and both scales must be calibrated in advance.

Note:
- ❖ For **Weighing Mode**, not allow to changing scale when ***Memory lamp*** is lighter up.
- ❖ For **Counting Mode**, allow to changing scale when ***Memory lamp*** is lighter up.
- ❖ Stability check when changing scale can be set at **SPEC 38 bit 0**.
- ❖ Re-zero when changing scale can be set at **SPEC 39 bit 0** (Effective only when **SPEC 38 bit 0** set to **"0"** and **SPEC 00 bit 2** set to **"0"**).

For example: Change scale 1 to scale 2 in Weighing Mode.

OPERATION	KEY	DISPLAY
1. At Weighing Mode, enter the existing PLU Number by numeric key (Ex. 123) and press **[PLU]** key.	1 2 3 IN/OUT	→0← NET kg 0. 0 0 0 S T E A T I T E - C 3 H 5 INSUFF IN HOLD MEMORY SCALE 1 RECOMP OUT PROG SCALE 2
2. Press **[SWITCH]** key to change scale form scale 1 to scale 2. ❖ Scale 2 Indicator lighter up.		→0← NET kg 0. 0 0 S T E A T I T E - C 3 H 5 INSUFF IN HOLD MEMORY SCALE 1 RECOMP OUT PROG SCALE 2
3. Press **[MODE]** key to change Weight Mode to Counting Mode.		→0← NET kg 0. 0 0 2 . 0 0 0 0 0 Pcs Pcs INSUFF IN HOLD MEMORY SCALE 1 RECOMP OUT PROG SCALE 2
4. Place the product on Scale 2 (Ex. 20kg).		NET kg 2 0. 0 0 2 . 0 0 0 0 1 0 0 0 0 Pcs Pcs INSUFF IN HOLD MEMORY SCALE 1 RECOMP OUT PROG SCALE 2
5. Press **[+]** key.	+	Pcs t o t A L Q U A N T I T Y 1 0 0 0 0 INSUFF IN HOLD MEMORY SCALE 1 RECOMP OUT PROG SCALE 2

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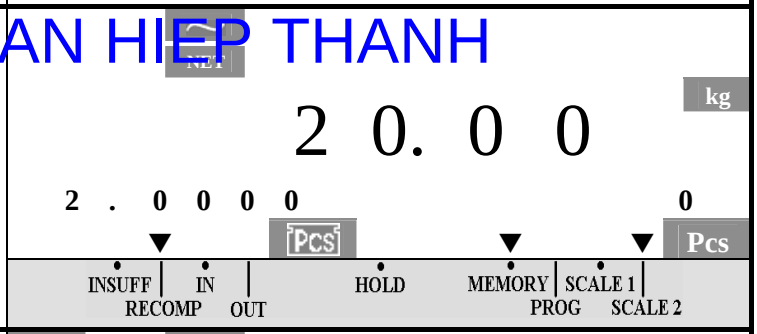
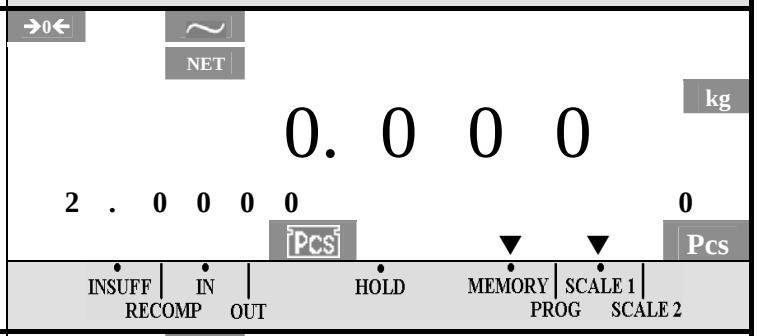
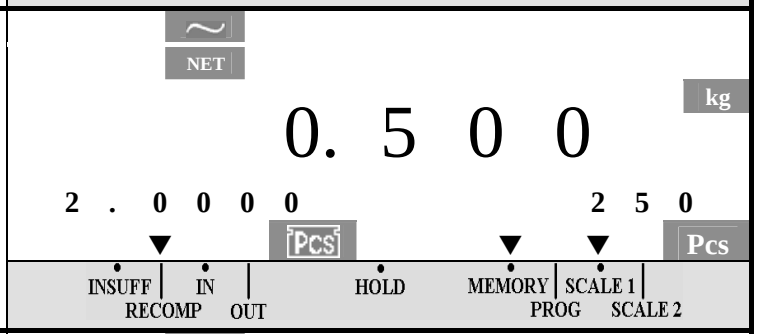
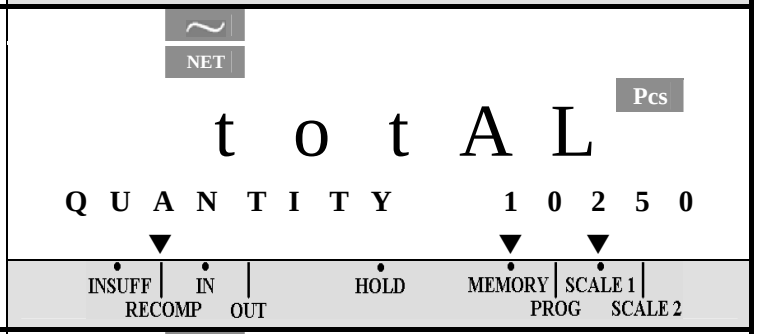
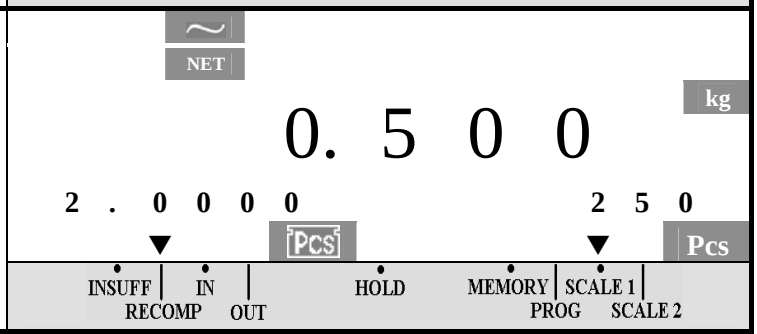
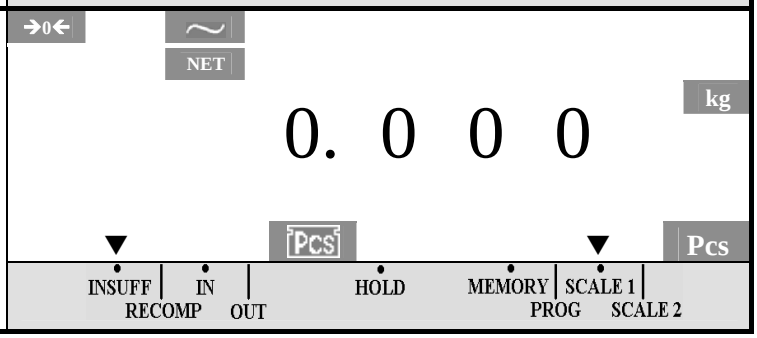
OPERATION	KEY	DISPLAY
6. Press **[C]** key to exit from Add. Mode. ❖Auto exit from Add. Mode can be set at **SPEC 32 bit 1**.		
7. Remove the product from Scale 2 and press **[SWITCH]** key to change scale form scale 2 to scale 1.		
8. Place the product on Scale 1 (Ex. 500g).		
9. Press **[+]** key. ❖Auto exit from Add. Mode can be set at **SPEC 32 bit 1**.		
10. Press **[✱]** key to issue a receipt or total label and display will automatically return to Counting Mode.		
11. Remove the product from Scale 1 and press **[C]** key to clear the PLU.		

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1.12 UNIT WEIGHT OPERATION

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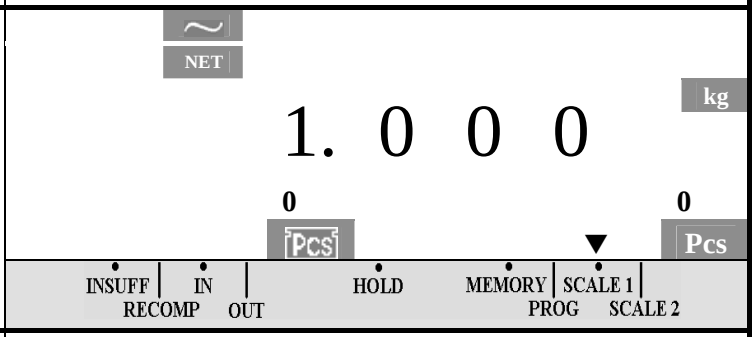
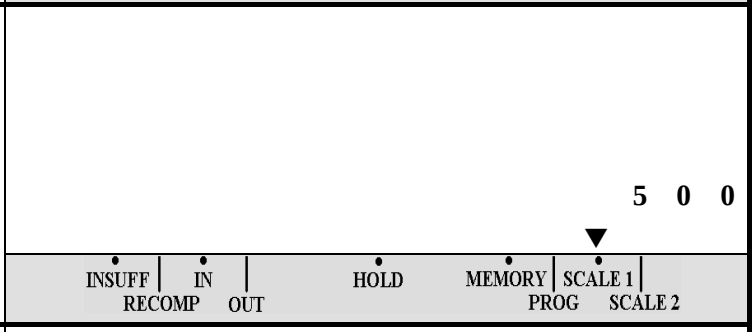
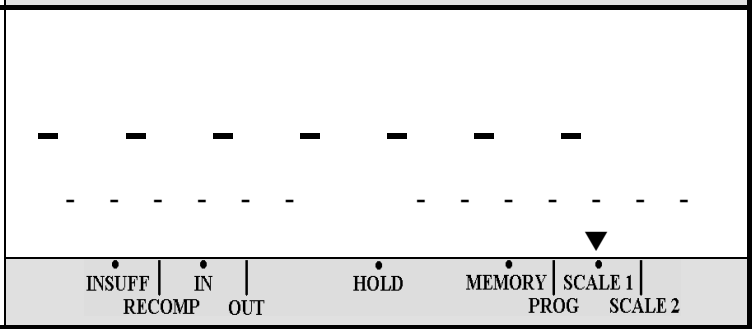
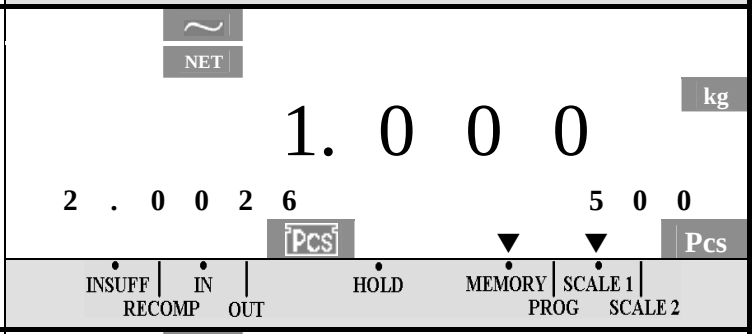
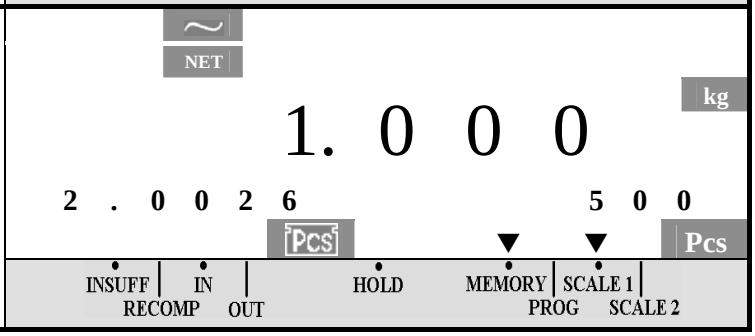
1.12.1 Unit Weight Setting in Registration Mode.

Unit Weight only will show at Counting Mode, user can set new unit weight by sampling the product or enter the knowing unit weight by numeric keys.

1.12.1.1 By Sampling

OPERATION	KEY	DISPLAY
1. At Counting Mode, Place the product on platter (Ex. 1kg). ❖ **Refer to Note 1.**		
2. Enter the Quantity of the product (Ex. 500pcs).		
3. Press **[Pcs]** key to sampling. ❖ For product quantity of 10pcs, skip step 2 and press **[Pcs]** key to sampling. ❖ Display Accuracy of Unit Weight is depending on **SPEC 06 bit 3** setting.		
4. After a few seconds for the computation. ❖ The Unit Weight window (Sub-1 Display) displays the unit weight of the samples (2.0026 / 1000 pieces) and the sampling Quantity will shows on Sub-2 display.		
5. Press **[✱]** key to issue a receipt. ❖ To print next receipt, press **[✱]** key again, if not, remove the product from platter and then press **[C]** key to clear the Unit Weight.		

Note 1: When the samples are placed on the platter, if the Insufficient lamp is **"ON"** then add few more samples until Insufficient lamp is "OFF". Then enter the samples quantity by numeric key and press **[Pcs]** key. [***For example:*** Put 10pcs of product on the platter but the Insufficient lamp is "ON", so add few pieces product (Ex. 3pcs) on the platter until Insufficient lamp is "OFF". Enter **[1] [3]** and then press **[Pcs]** key to compute the unit weight of the samples].

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1.12.1.2 By Numeric Key

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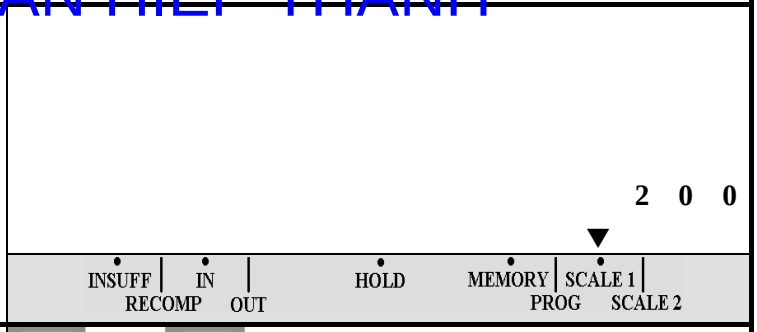
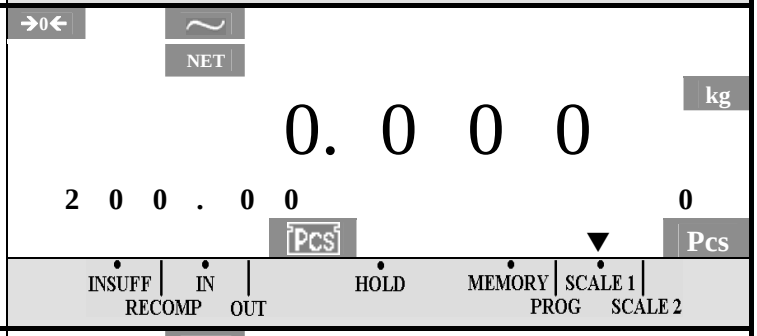
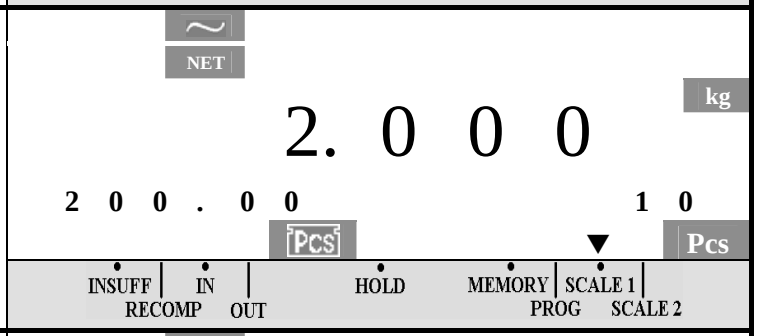
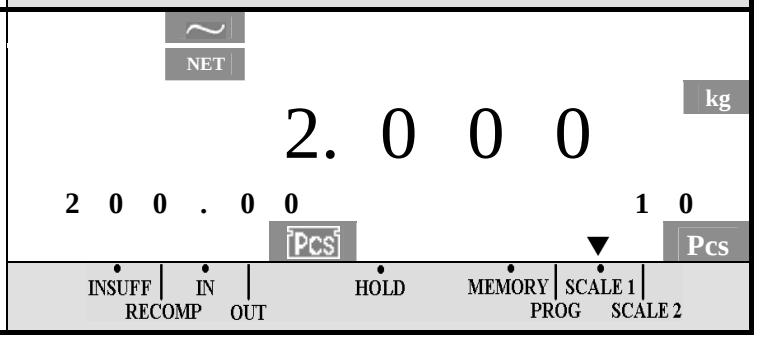
OPERATION	KEY	DISPLAY
1. At Counting Mode, enter the knowing unit weight by numeric key (Ex. 200.00) for Non-PLU item. ❖ You also allow calling up a PLU and changing the Unit Weight by numeric key.	2 0 0	
2. Press **[UNIT WEIGHT]** key.	Pcs	
3. Place the product on the platter (Ex. 2kg).		
4. Press **[✱]** key to issue a receipt. ❖ To print next receipt, press **[✱]** key again, if not, remove the product from platter and then press **[C]** key to clear the Unit Weight.	✱ PROG	

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1.12.2 Clearing Unit Weight

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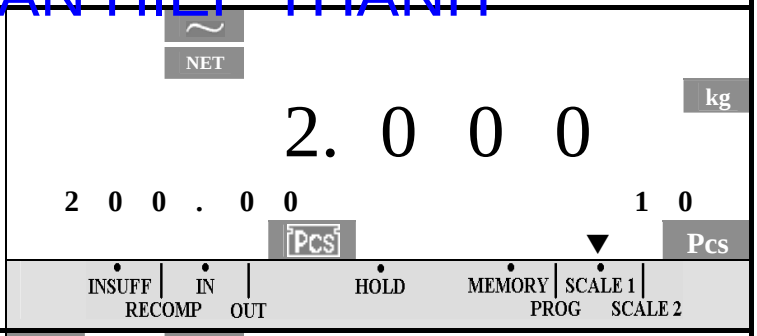
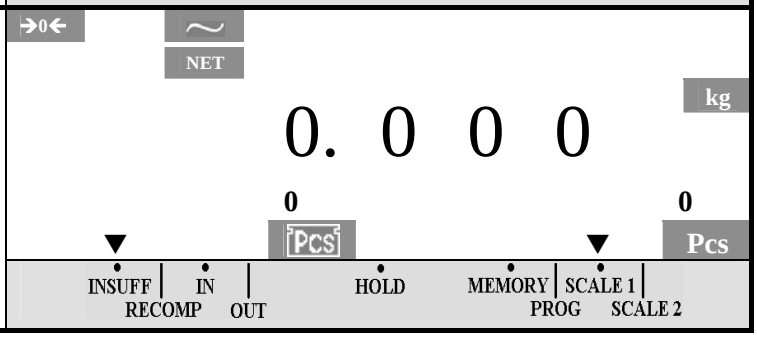
OPERATION	KEY	DISPLAY
1. *Continued from the procedure 4 on 1.12.1.2 By Numeric Key*		
2. Remove the product from platter and press **[C]** key to clear the Unit Weight data. ❖If PLU is called up, PLU data will clear when press **[C]** key.	C	

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1.12.3 Re-computing Unit Weight in Memory

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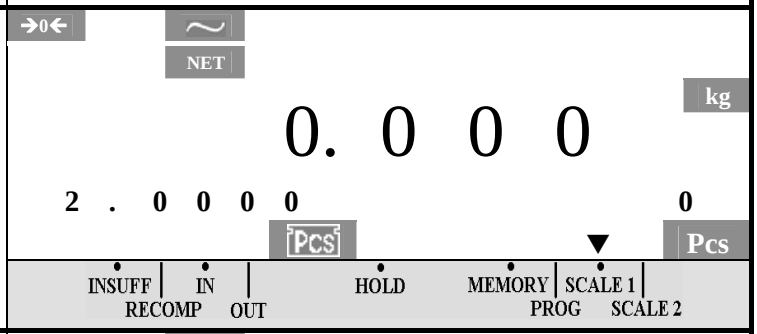
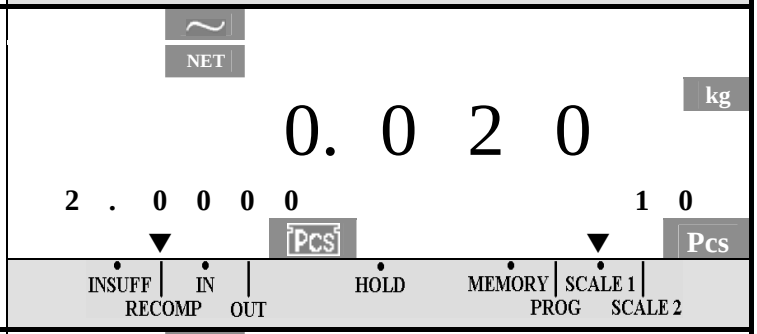
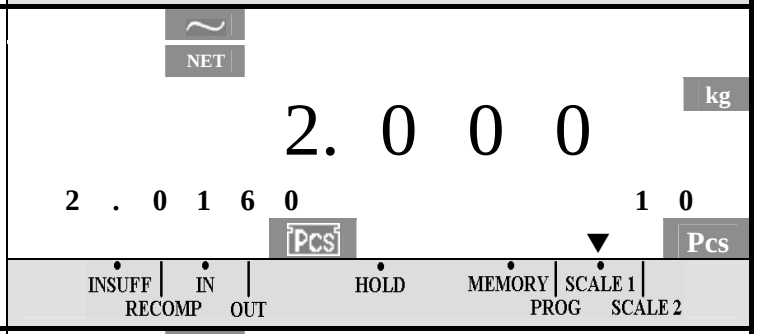
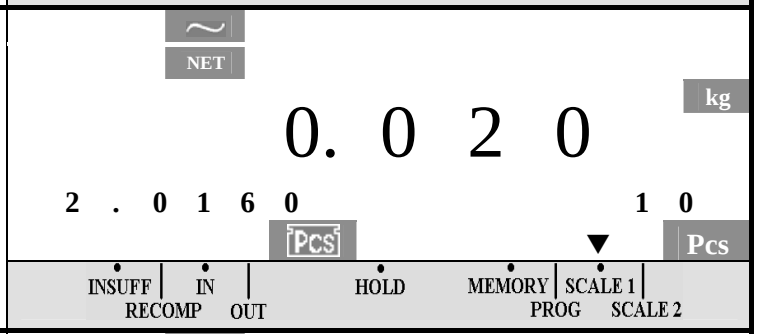
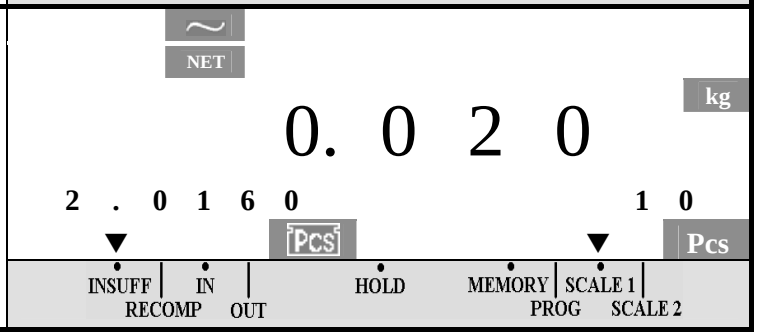
This function is used to set new Unit Weight by Sampling and update to PLU File in Counting Mode.

OPERATION	KEY	DISPLAY
1. At Counting Mode, call up a existing PLU (Ex. PLU No. 123)	1 2 3 IN/OUT	
2. Place the product on the platter until the indicator of **RECOMPUTING** lighter up (Ex.20g).		
3. Press **[PCS]** key for re-computing. ❖ The display will show ----- for a second. ❖ Display Accuracy of Unit Weight is depending on **SPEC 06 bit 3** setting.	Pcs	
4. To update the new Unit Weight to PLU File, press **[UNIT WEIGHT]** key. If not, press **[C]** key. ❖The display will show ----- for a second.	Pcs	
5. Recall up the PLU No. 123. ❖ The Unit Weight will change from 2.0000 to 2.0160.	1 2 3 IN/OUT	

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1.13 GENERAL SET POINT SETTING

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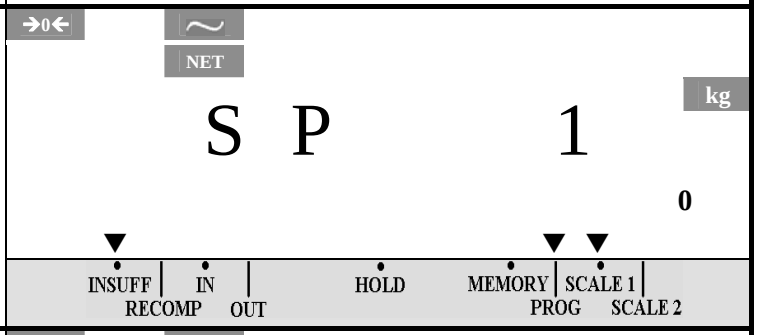
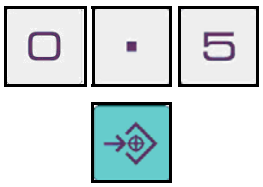
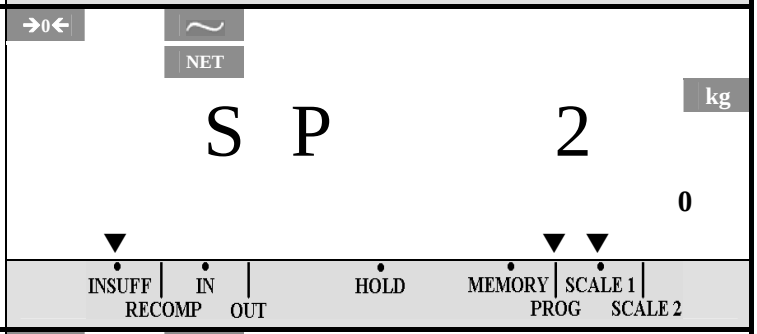
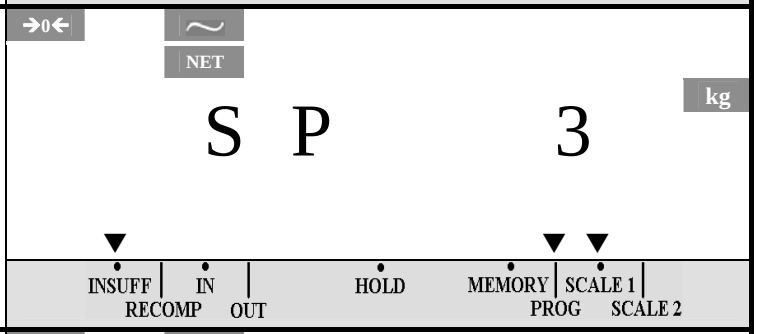
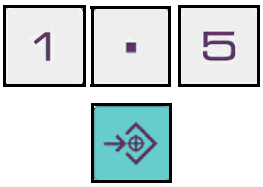
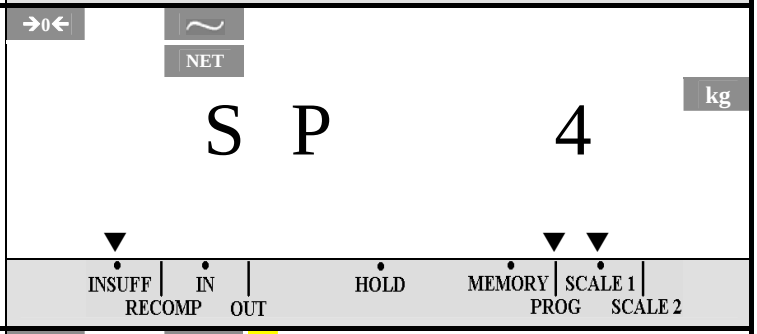
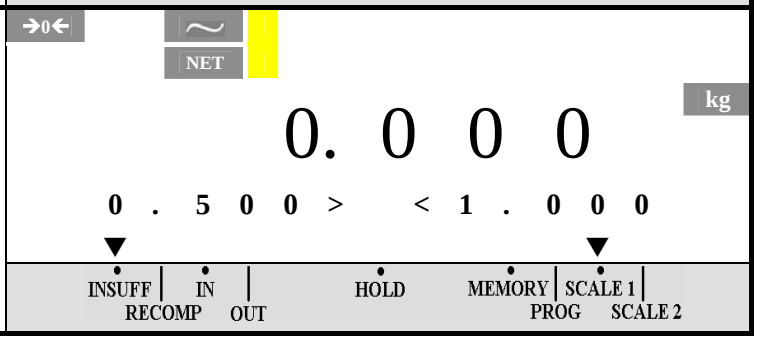
General Set Point setting is used for Non-PLU item to program Set Point data in Weigh Mode or Counting Mode. The Set Point work in with mode is depending on the **SPEC 07 bit 1** & **bit 0** setting.
This function also used to view or changes the Set Point setting temporally when PLU is called up in Weighing Mode or Counting Mode. If the PLU called up again or call up a new PLU, this function will be cancelled and the Set Point data will return to the original setting in PLU File. Up to 4 Set Point can be set and Number of Set Point is depending on **SPEC 18 bit 2**, **bit 1** and **bit 0** setting.
For example: Set the General Set Point for Non-PLU item (SPEC 07 bit 1 & 0 set to "1" (Set Point Type is WEIGHT/ WEIGHT)).

OPERATION	KEY	DISPLAY
1. At Weighing Mode, press **[SET POINT]** key to enter General Set Point Programming Mode. ❖ Program lamp lighter up. ❖ Press **[C]** key to exit the Programming Mode.		
2. Enter SP-1 data by numeric key (Ex. 0.5kg) and press **[SET POINT]** key to store the data and go to SP-2. ❖ After enter SP-2 data, if you want back to SP-1, press **[C][C]** key without save SP-2 data.		
3. Enter SP-2 data by numeric key (Ex. 1kg) press **[SET POINT]** key to store the data and go to SP-3. ❖ The SP-2 data must greater than SP-1.		
4. Enter SP-3 data by numeric key (Ex. 1.5kg) press **[SET POINT]** key to store the data and go to SP-4. ❖ The SP-3 data must greater than SP-2. ❖ If not necessary to program SP-3, press **[SET POINT]** key 2 times to save the data without SP 3 & Sp 4.		
5. Press **[SET POINT]** key to save the General Set Point data (1st segment blinking). ❖ If necessary to program SP-4, enter the data and press **[SET POINT]** key to save. ❖ Set Point not show on Sub - Displays can be set at **SPEC 00 bit 0**.		

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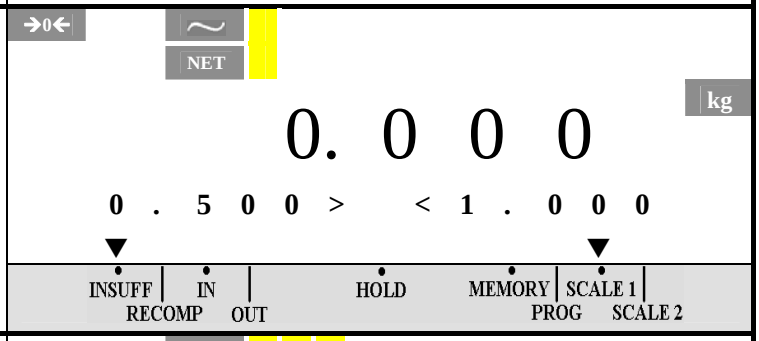
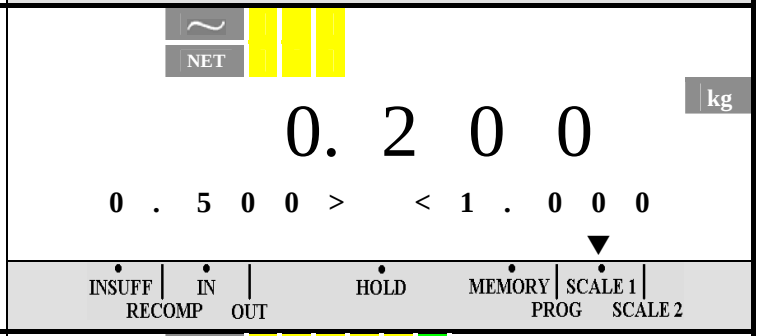
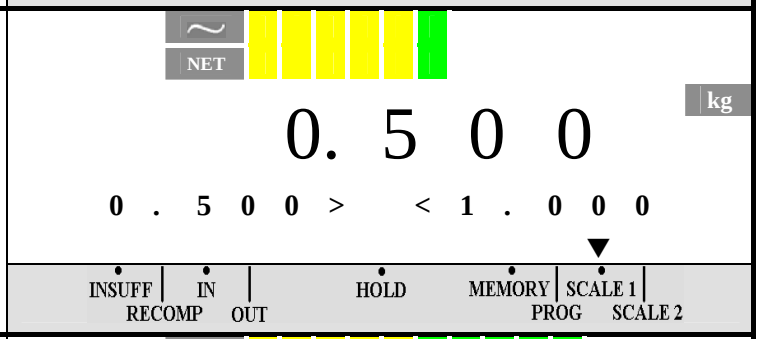
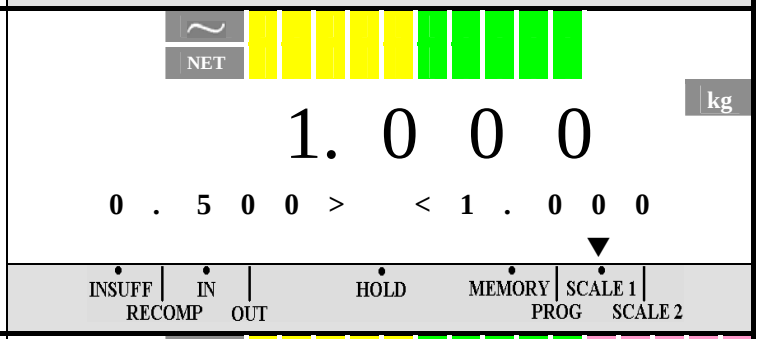
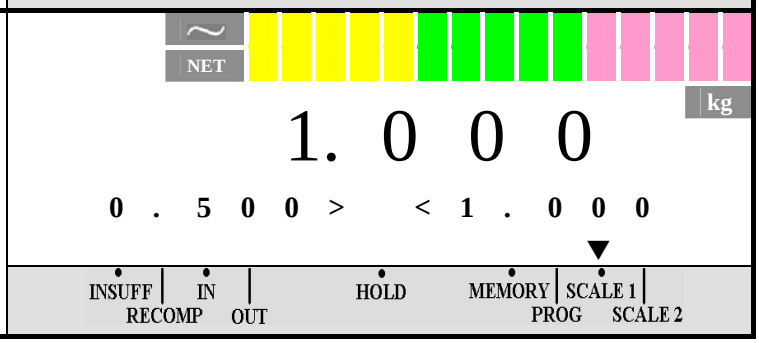
1.14 CHECKER OUTPUT

There are 15 segments of Checker output on the scale. The 1st five falls in the "LOW" range, the 2nd five falls in GREEN range while the last five segments falls in RED range which indicate "**LOWER**", "**WITH IN**" and "**HIGHER**".
User can use the indicator as Weight Checker in Weighing Mode or Quantity Checker in Counting Mode. To use this function, General Set Point or Individual PLU Set Point must be program in advance. (Please refer to 1.13 General Set Point Setting).

1.14.1 Weighing Mode

For example: Set the General Set Point for Non-PLU items (SPEC 07 bit 1 & 0 set to "1" (Set Point Type is WEIGHT/ WEIGHT)).

OPERATION	KEY	DISPLAY
Continued from procedure 5 of 1.13 General Set Point Setting. ❖When no weight on the platter, 1st segment of Checker indicator blinking. **Note:** Checker Output is not available in Gross Mode.		
1. Place the product on the platter (Ex. 200g). ❖ The first 3 segments lighter up.		
2. Add 300g of the product on the platter. ❖ 6 segments lighter up and Set Point Buzzer "On" when hit the SP-1 range if SPEC 07 bit set to "1". ❖ **Refer to Note 1.**		
3. Add 500g of the product on the platter.		
4. Add another 500g of the product on the platter. ❖ Buzzer Off & last segment of Checker indicator blinking. ❖All segment of Checker indicators blinking if scale Overflow.		

Note 1: Buzzer On when weight is within SP-1 and SP-2 or outside SP-1 and SP-2 can be set at **SPEC 17 bit 2**. Buzzer On Delay Function when weight < SP-1 when SPEC 17 bit set to "1" can be set at **SPEC 02 bit 3, bit 2** & **bit 1.**

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1.14.2 Counting Mode

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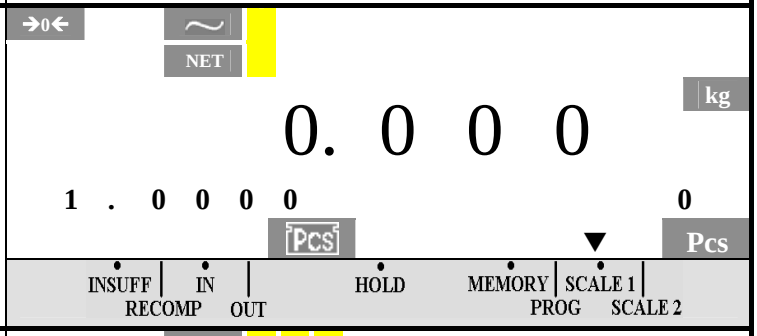
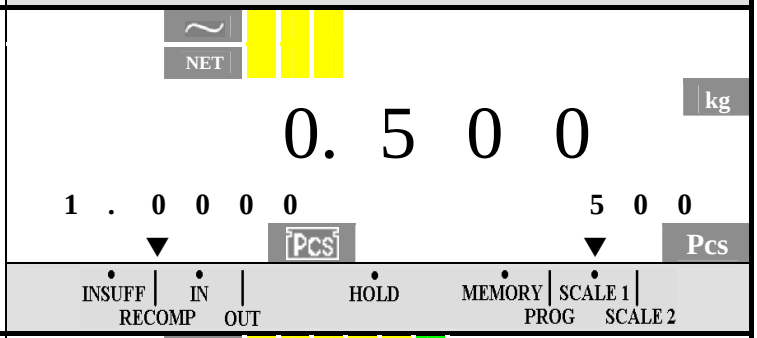
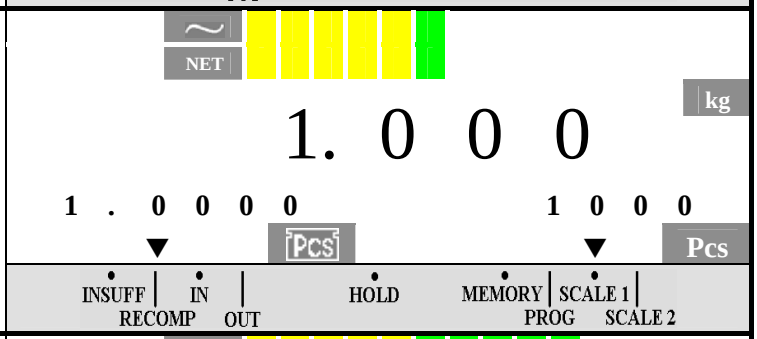
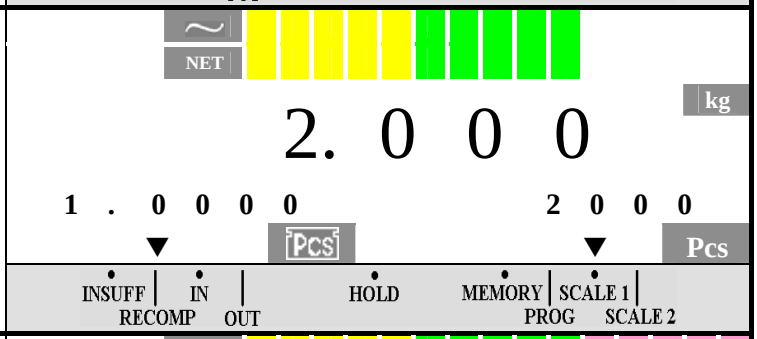
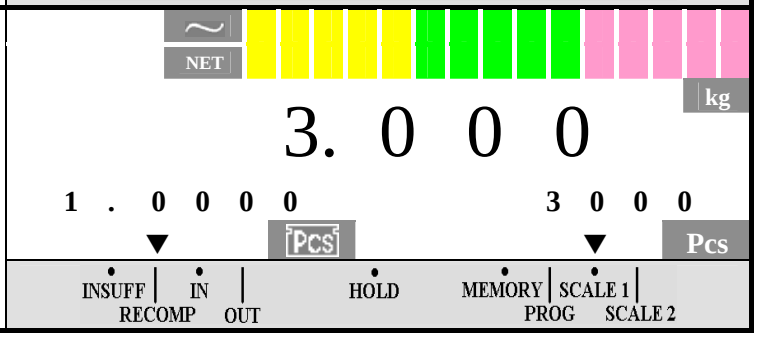
For example: Call up PLU No. 123 with Individual Set Point setting in PLU File (SP-1: 1000 Pcs, SP-2: 2000 Pcs and SP-3: 3000 Pcs. SPEC 07 bit 1 set to "1" & 0 set to "0" (Set Point Type is Qty/Qty)).

OPERATION	KEY	DISPLAY
1. At Counting Mode, call up PLU No. 123. ❖When no weight on the platter and with Unit Weight value, 1st segment of Checker indicator blinking.	1 2 3 #IN/OUT	
2. Place the product on the platter (Ex. 500g). ❖ The first 3 segments lighter up.		
3. Add 500g of the product on the platter. ❖ 6 segments lighter up and Set Point Buzzer "On" when hit the SP-1 range if SPEC 07 bit set to "1". ❖ **Refer to Note 1.**		
4. Add another 1kg of the product on the platter.		
5. Add another 1kg of the product on the platter. ❖ Buzzer Off & last segment of Checker indicator blinking. ❖All segment of Checker indicators blinking if scale over weight.		

Note 1: Buzzer On when weight is within SP-1 and SP-2 or outside SP-1 and SP-2 can be set at **SPEC 17 bit 2**. Buzzer On Delay Function when weight < SP-1 when SPEC 17 bit set to **"1"** can be set at **SPEC 02 bit 3, bit 2** & **bit 1.**

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1.15 HOLDING FUNCTION

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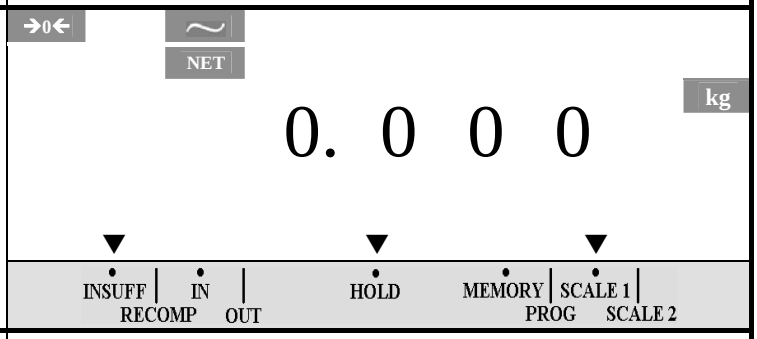
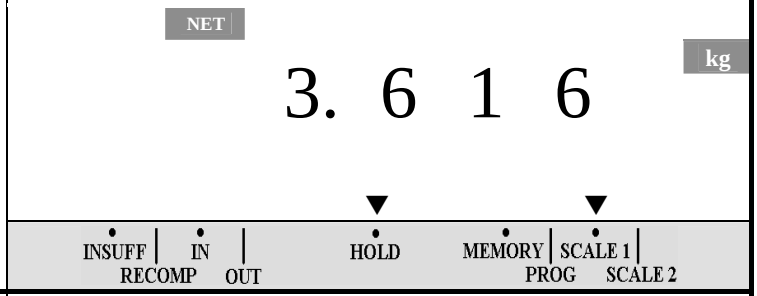
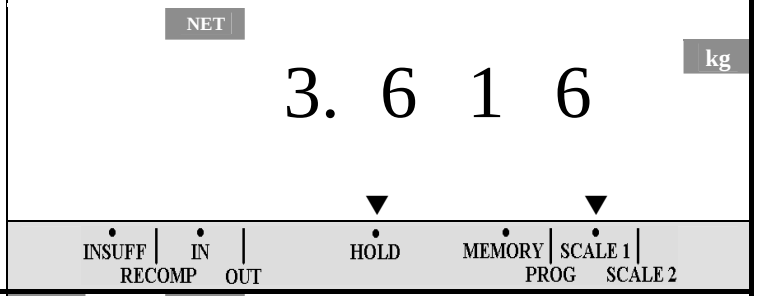
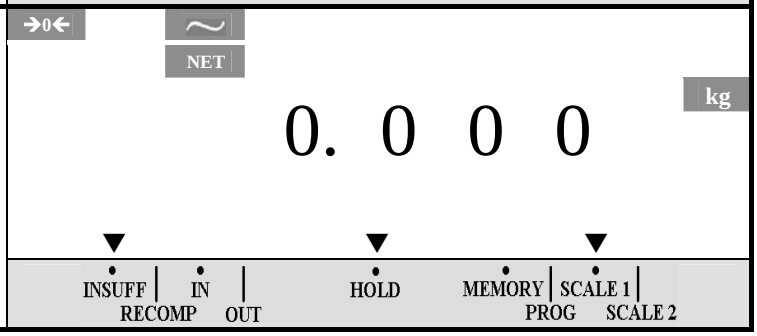
There are two types of Holding Functions are available in Weighting Mode or Counting Mode, PEAK Hold and NORMAL Hold can be select at **SPEC 15 bit 0**. To enable this function **SPEC 15 bit 1** must set to **"1"** in advance and holding condition can be select at **SPEC 28 bit 2 & bit 1.**

1.15.1 Weighing Mode

For example: Type of Holding set to PEAK.

OPERATION	KEY	DISPLAY
1. At Weighting Mode, press **[HOLD]** key to enable Holding function. ❖ Hold lamp lighter up.		
2. Asserted a sudden weight onto the platform and remove it. ❖Press **[HOLD]** key to cancel Hold Function.		
3. Main Display will show the peak value after the weight is removed. ❖Press **[✱]** key to printout the peak value if you want (**[+]** or **[-]** key is not available when no weight on the platter).		
4. After about 10 seconds, display will return to normal.		

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1.15.2 Counting Mode

For example: Type of Holding set to NORMAL

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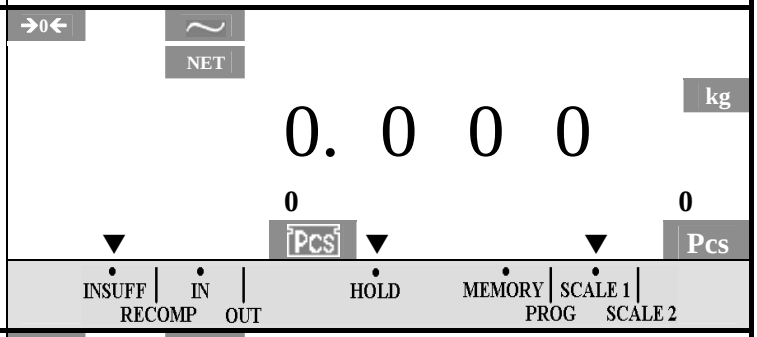
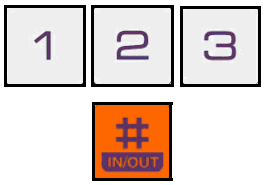
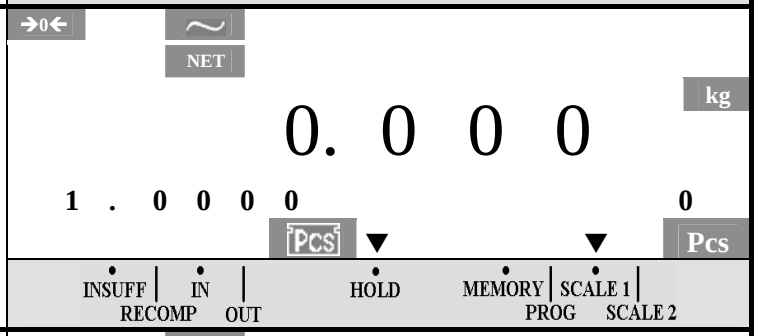
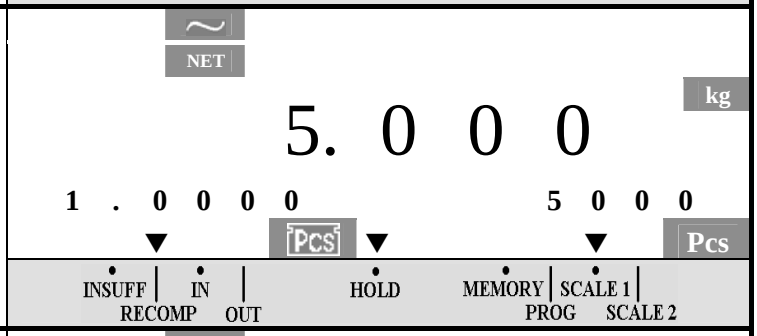
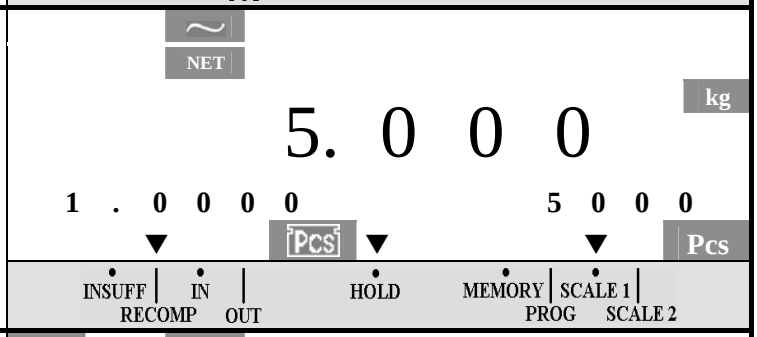
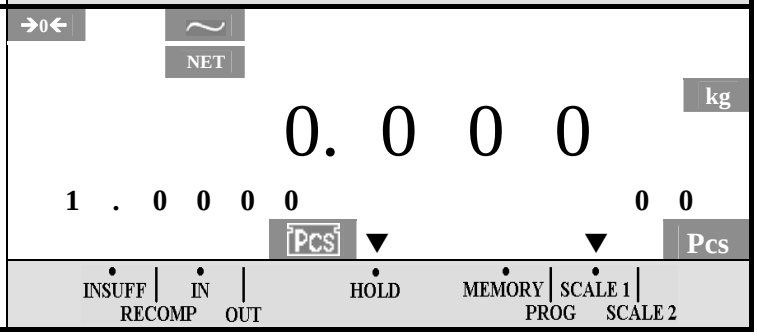
OPERATION	KEY	DISPLAY
1. At Counting Mode, press **[HOLD]** key to enable Holding function. ❖ Hold lamp lighter up.		
2. Called up PLU No. 123.		
3. Place the product on the platter (Ex. 5kg).		
4. After Stable lamp lighter up, remove the product from platter. ❖Press **[✱]** key to printout the peak value if you want **([+] & [-]** key is not available when no weight on the platter)		
5. After about 10 seconds, display will return to normal. ❖PLU Auto Clear after return to normal if SPEC 28 bit 0 set to "1" in advance.		

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1.16 INVENTORY OPERATION

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This function is available in Counting Mode to store the Quantity IN or OUT of the product in PLU File. Inventory operation only available after call up a PLU by pressing **[PLU]** to select IN or OUT. There are two types to store the Quantity data to Inventory file of the item, Manual Transaction and Total Mode Transaction of the Individual Item only. (Inventory Operation is not available for Multiple Items Transaction).

Note: If **SPEC 02 bit 0** set to **"1"**, allow to view the Quantity of the Inventory by press **[GROSS]** key after called up the PLU in Counting Mode or Weighing Mode.

1.16.1 Manual Transaction

For example: Store 5kg of Item (Ex. PLU No. 123) to Inventory IN.

OPERATION	KEY	DISPLAY
1. At Counting Mode, Called up PLU No. 123. ❖To view the Inventory of the item, press **[GROSS]** key, if **SPEC 02 bit 0** set to **"1"**.	1 2 3 IN/OUT	→0← NET 0. 0 0 0 kg 1 . 0 0 0 0 0 Pcs Pcs INSUFF IN HOLD MEMORY SCALE 1 RECOMP OUT PROG SCALE 2
2. Place the product on the platter (Ex. 5kg).		→0← NET 5. 0 0 0 kg 1 . 0 0 0 0 5 0 0 0 Pcs Pcs INSUFF IN HOLD MEMORY SCALE 1 RECOMP OUT PROG SCALE 2
3. Press **[PLU]** key to select Inventory IN. ❖ IN lamp lighter up. ❖ To select **Inventory** OUT, press **[PLU]** key again and to clear the Inventory Operation, press again **[PLU]** key.	IN/OUT	NET 5. 0 0 0 kg 1 . 0 0 0 0 5 0 0 0 Pcs Pcs INSUFF IN HOLD MEMORY SCALE 1 RECOMP OUT PROG SCALE 2
4. To store the Quantity to Inventory IN press **[✱]** key. ❖ The display will show ----- for a second. ❖ If you knowing Quantity of the product, enter the quantity and press **[✱]** key to store the data to Inventory IN.	✱ PROG	NET 5. 0 0 0 kg 1 . 0 0 0 0 5 0 0 0 Pcs Pcs INSUFF IN HOLD MEMORY SCALE 1 RECOMP OUT PROG SCALE 2
5. Remove the product from platter and press **[C]** key to clear the PLU. ❖ IN lamp will automatically clear.	C	→0← NET 0. 0 0 0 kg 0 0 Pcs Pcs INSUFF IN HOLD MEMORY SCALE 1 RECOMP OUT PROG SCALE 2

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1.16.2 Total Transaction

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For example: Two packs (5kg & 10kg each pack) and one pack with knowing quantity (Ex. 10000pcs) of Item (Ex. PLU No. 123) for Inventory OUT.

OPERATION	KEY	DISPLAY
1. At Counting Mode, Called up PLU No. 123. ❖To view the Inventory of the item, press **[GROSS]** key, if **SPEC 02 bit 0** set to **"1"**.	1 2 3 IN/OUT	→0← NET kg 0. 0 0 0 1 . 0 0 0 0 0 Pcs INSUFF IN HOLD MEMORY SCALE 1 RECOMP OUT PROG SCALE 2
2. Place the 1st pack of the product on the platter (Ex. 5kg).		→0← NET kg 5. 0 0 0 1 . 0 0 0 0 5 0 0 0 Pcs INSUFF IN HOLD MEMORY SCALE 1 RECOMP OUT PROG SCALE 2
3. Press **[PLU]** key to select Inventory OUT. ❖ IN lamp lighter up.	IN/OUT IN/OUT	NET kg 5. 0 0 0 1 . 0 0 0 0 5 0 0 0 Pcs INSUFF IN HOLD MEMORY SCALE 1 RECOMP OUT PROG SCALE 2
4. Press **[+]** key.	+	NET Pcs t o t A L Q U A N T I T Y 5 0 0 0 INSUFF IN HOLD MEMORY SCALE 1 RECOMP OUT PROG SCALE 2
5. Press **[C]** key to exit from Total Mode. ❖Auto exit from Add. Mode can be set at **SPEC 32 bit 1**.	C	→0← NET kg 5. 0 0 0 1 . 0 0 0 0 5 0 0 0 Pcs INSUFF IN HOLD MEMORY SCALE 1 RECOMP OUT PROG SCALE 2

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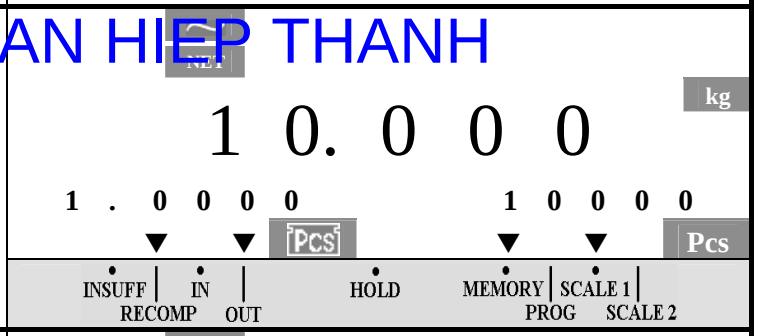
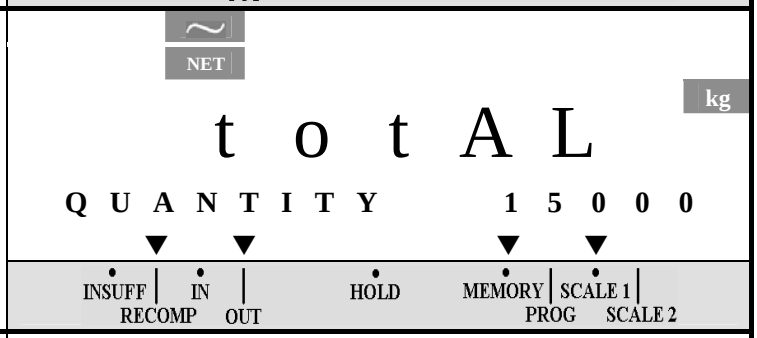
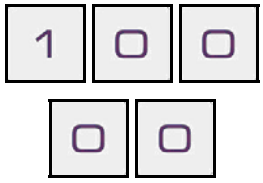
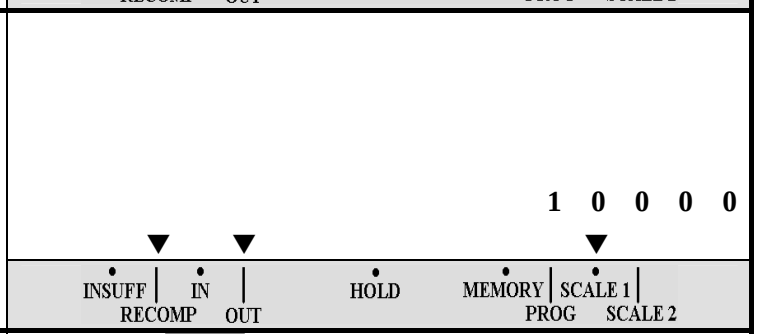
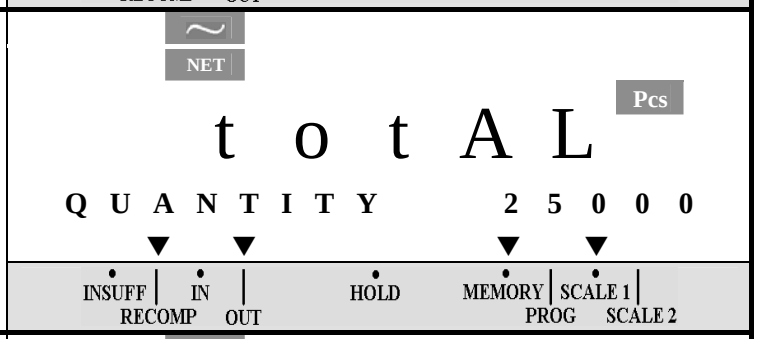
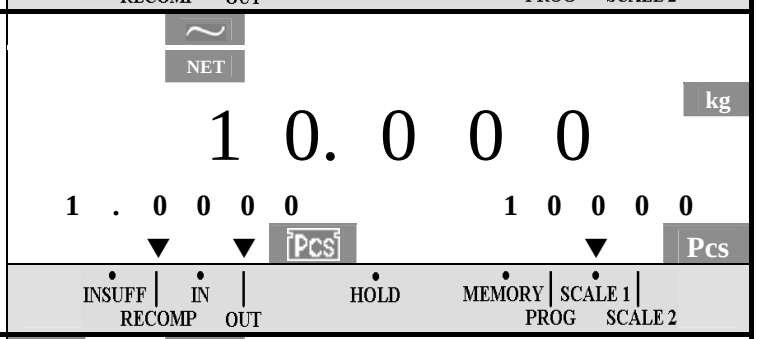
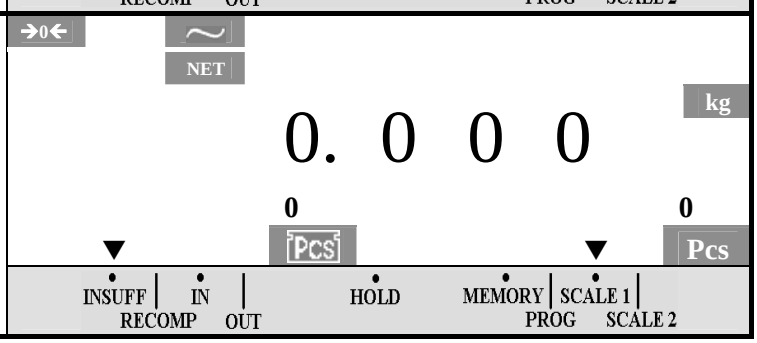
OPERATION	KEY	DISPLAY
6. Remove the product from platter and then place 2nd pack of the product on the platter (Ex. 10kg).		
7. Press **[+]** key.		
8. Enter knowing quantity (Ex. 10000Pcs) by numeric key.		
9. Press **[+]** key.		
10. To store the Quantity to Inventory OUT press **[✱]** key. ❖The display will show ----- for a second.		
11. Remove the product from platter and press **[C]** key to clear the PLU. ❖ OUT lamp will automatically clear.		

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1.17 WEIGHT UNIT SWITCHING

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This function is used to change the Weight Unit between kg and lb or oz, g and dwt in Weighing Mode or Counting Mode. Only in Counting Mode, allow changing the weight unit when memory flag is lighter up. The changing Weight Unit will use for all PLU until main or display switch is turned OFF. To enable this function, **SPEC 12 bit 0** must set to **"1"** In advance.

For example: Change Weight Unit from kg to lb in Weighing Mode.

OPERATION	KEY	DISPLAY
1. At Weighing Mode, place the product on platter (Ex. 2kg).		NET 2.000 kg INSUFF IN HOLD MEMORY SCALE 1 RECOMP OUT PROG SCALE 2
2. Change weight unit from **kg** to lb, press **[UNIT SWITCH]** key.		NET 4.410 lb INSUFF IN HOLD MEMORY SCALE 1 RECOMP OUT PROG SCALE 2
3. Press **[UNIT SWITCH]** key again to switch back the previous weight unit.		NET 2.000 kg INSUFF IN HOLD MEMORY SCALE 1 RECOMP OUT PROG SCALE 2

Note: Increment conversion

1) **dwt** Scale

dwt	g	oz
1	1	1
2	2	1
5	5	1
10	10	1

2) **g** Scale

g	oz	dwt
1	1	1
2	1	2
5	1	5
10	1	10

3) **oz** Scale

oz	dwt	g
1	20	20
2	50	50
5	100	100
10	200	200

4) **kg** Scale

kg	lb
1	2
2	5
5	10
10	20

5) **lb** Scale

lb	kg
1	1
2	1
5	2
10	5

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Item Memory

DI-80 series has 1000 item memory (can be expanded to 2000 item memory as factory option). Item code consists of the following data.

Parameter	Character	Data Length
Item Code *Note: *1)*	Numeric or Alphanumeric	12 or 16 letters
Parts No. *Note: *1)*	Numeric or Alphanumeric	12 or 16 letters
Parts Name	Alphanumeric	20 letters
Tare Weight	Numeric	5 digits
Unit Weight	Numeric	5 digits
Setpoint	Numeric	8 digits
Inventory quantity	Numeric	8 digits

Note: * 1) The maximum length and the programmable character can be set by specification.

ITEM CODE
Item code is used as a reference code to call up item data.

PARTS NO
Parts No will be printed on label and transmitted to PC when connecting bar-code printer and PC. If bar-code printer nor PC is not used, you may skip to program parts No.

PARTS NAME
Parts No will be printed on label and transmitted to PC when connecting bar-code printer and PC. When calling item code in operation mode, the parts name will be displayed in the 2nd display.

TARE WEIGHT
Maximum length of data depends on the scale capacity and interval of your system. If several tare container will be used to one item code, you may skip to store tare data to item memory.

UNIT WEIGHT
Unit weight can be registered by sampling or numeric data entry in program mode. If an item is used in weighing mode only, you may skip to store unit weight data to item memory.

INVENTORY QUANTITY
Inventory quantity will be up-dated automatically after IN/OUT operation in counting mode. If an item is used in weighing mode only, you may skip to store inventory data to item memory.

SETPOINTS
Maximum 4 setpoints can be programmed to each item code. The character of setpoint data can be selected from weight base or quantity base.

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5.1a Alphanumeric Data Entry

Alphanumeric data can be programmed to Item no., parts no, parts name. You may select the data entry by ASCII code or TERAOKA entry (two digit numeric data) by internal spec selection.

ASCII CODE ENTRY by ASCII code

P 16 **A00**

SCREW:CROMATE23_

PARAMETER NAME:
P: Parts Name
n: Parts No
I : Item Code

ASCII DISPLAY: Shows that entry is by ASCII.

POSITION OF CURSOR: These two digits shows the position of cursor. [+] and [-], to move cursor position. The example shows the cursor is at 16th digit in part name.

ASCII DATA: Entered ASCII code data is displayed.

CONVERTED ALPHANUMERIC DATA: The alphanumeric data is displayed.

FUNCTION KEYS IN ASCII CODE ENTRY

[C] = Escape from Alphanumeric screen
[+] = Move the cursor ahead
[-] = Move the cursor back
[WEIGHT UNIT CHANGE] = A
[Pieces] = B
[SCALE CHANGE] = C
[UNIT WEIGHT] = D
[SETPOINT] = E
[FEED] = F

[0] = 0
[1] = 1
[2] = 2
[3] = 3
[4] = 4
[5] = 5
[6] = 6
[7] = 7
[8] = 8
[9] = 9

i.e.) To enter **SCREW:**, enter

[5], [3]	**S**
[4], [3]	**C**
[5], [2]	**R**
[4], [5]	**E**
[5], [7]	**W**
[3], [A]	**:**

Note) Refer to Appendix I (ASCII CODE LIST)

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TERAOKA CODE ENTRY Data can be entered by TERAOKA character code.

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P 16 t00

SCREW:CROMATE23_

PARAMETER NAME:
P: Parts Name
n: Parts No
I : Item Code

TERAOKA DISPLAY: Shows that entry is by TERAOKA CODE.

POSITION OF CURSOR: These two digits shows the position of cursor. [+] and [-], to move cursor position. The example shows the cursor is at 16th digit in part name.

TERAOKA DATA: Entered TERAOKA code data is displayed.

CONVERTED ALPHANUMERIC DATA: The alphanumeric data is displayed.

FUNCTION KEYS IN ASCII CODE ENTRY

[C] = Escape from Alphanumeric screen
[+] = Move the cursor ahead
[-] = Move the cursor back
[0] = 0
[1] = 1
[2] = 2
[3] = 3
[4] = 4
[5] = 5
[6] = 6
[7] = 7
[8] = 8
[9] = 9

i.e.) To enter **SCREW:**, enter

[1], [9]	**S**
[0], [3]	**C**
[1], [8]	**R**
[0], [5]	**E**
[2], [3]	**W**

Note) Refer to Appendix II (TERAOKA CODE LIST)

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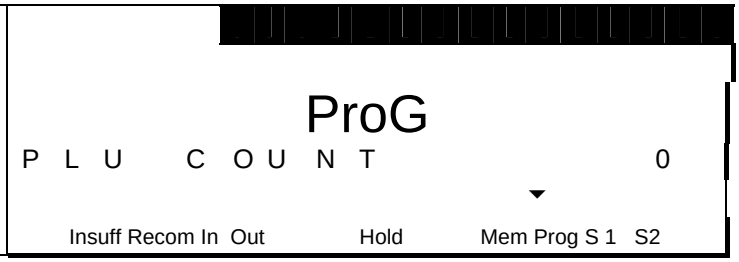
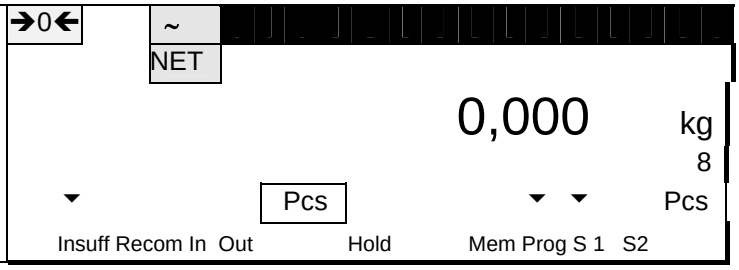
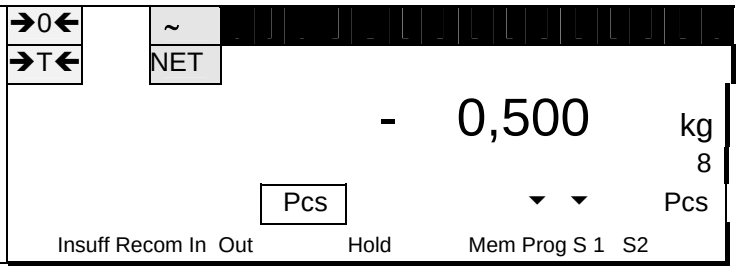
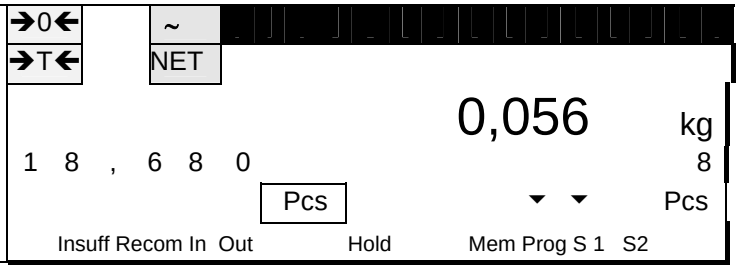
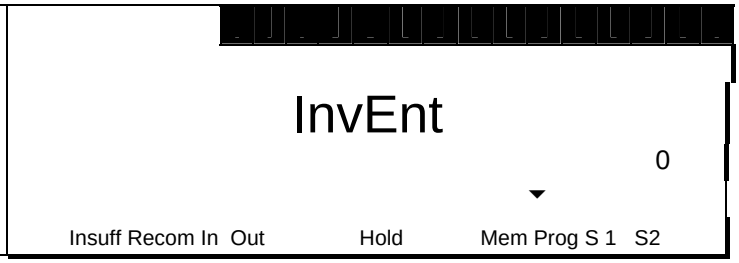
5.1b Item Programming

1. Go to program mode.	[MODE] + [RE-ZERO]	

Note) Press [MODE] key while pressing [RE-ZERO] key.
Note) The 2nd display shows the number of items that exist in memory.

2. Enter Item Code number and press [#] key.	[1], [0], [0], [#]	
3. Enter tare value by any means of 3.1 Tare Subtraction.		
3. Enter unit weight value by any means of 4.1 Unit weight entry.		
4. Press [GROSS] key to enter inventory value.	[GROSS]	

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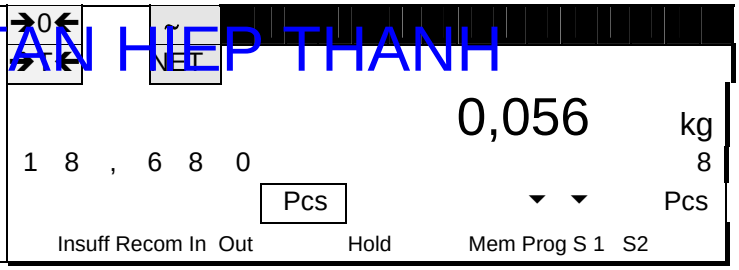
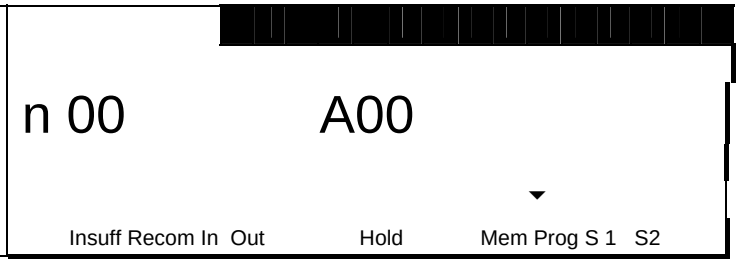
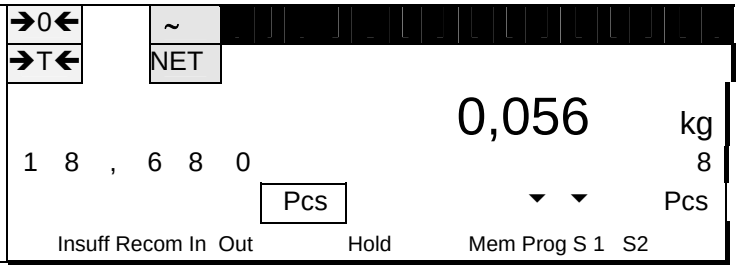
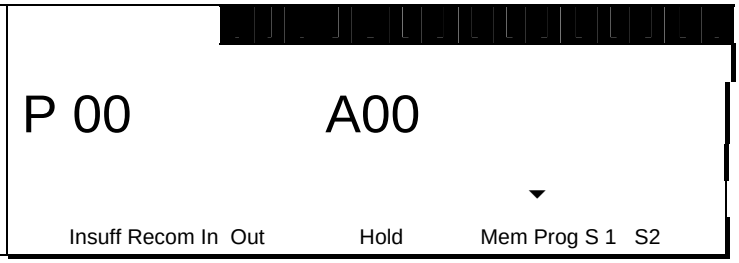
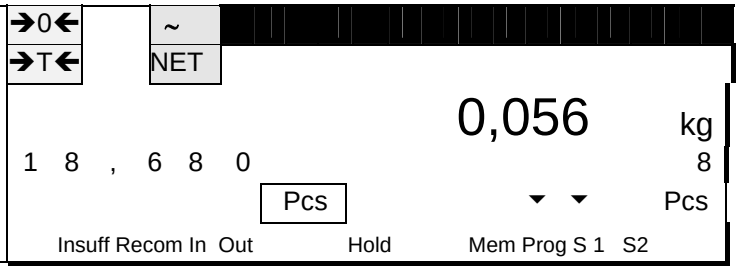
5. Enter inventory quantity and press [GROSS] key. i.e.1500pcs	[1], [5], [0], [0], [GROSS]	
6. Press [-] key to enter parts no.	[-]	
7. Enter data to parts No and press [#] key. Refer to 5.1a Alphanumeric data entry. i.e. 5ATR	[3], [5], [4], [0], [5], [4], [5], [2], [✈]	
8. Press [#] key to enter parts name.	[#]	
9. Enter parts name and press [#] key. Refer to 5.1a Alphanumeric data entry. i.e. SCREW	[5], [3], [4], [3], [5], [2], [4], [5], [5], [7], [#]	

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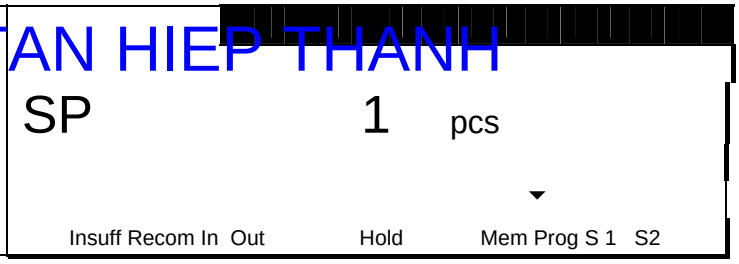
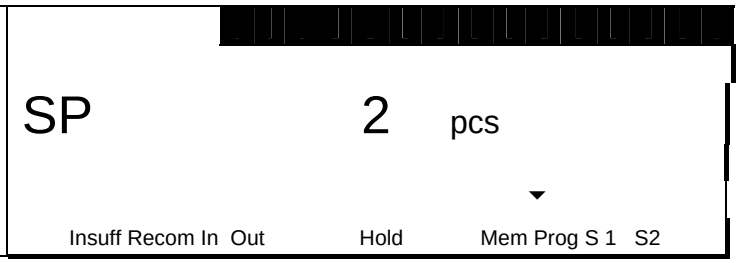
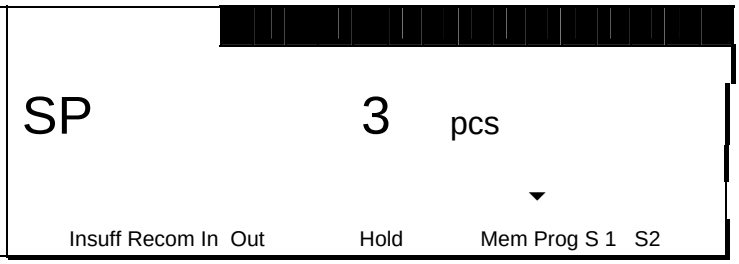
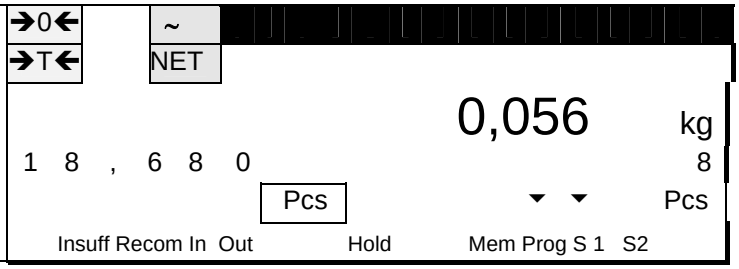
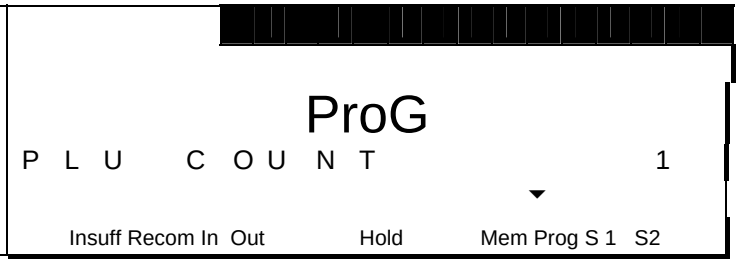
10. Press [+] key to enter setpoint data.	[+]	
11. Enter Setpoint 1 and press [+] key. i.e. 350 pcs	[3], [5], [0], [+],	
12. Enter Setpoint 2 and press [+] key. i.e. 400 pcs	[4], [0], [0], [+],	
13. Enter Setpoint 3 and press [+] key. i.e. 500 pcs	[5], [0], [0], [+],	

Note) The setpoint data can be selected from weight base or quantity base by internal specification settings. If the data is based on weight, please enter the weight value in the procedure 10 - 13. (Refer to 3.8 Setpoint Function) If the setpoint data is not required, skip the operation procedure 10-13.

14. Save the data to memory.	[✈]	

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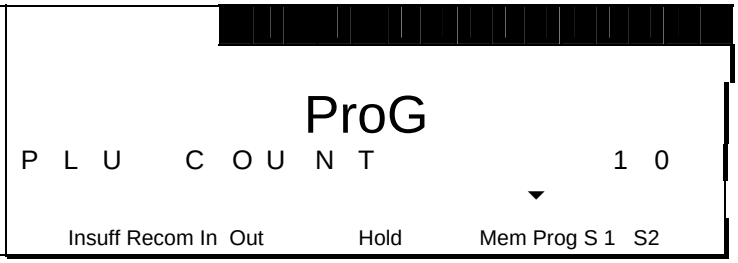
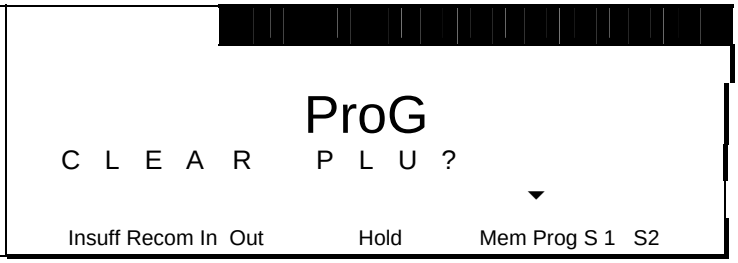
5.2 Memory Edition and Deletion

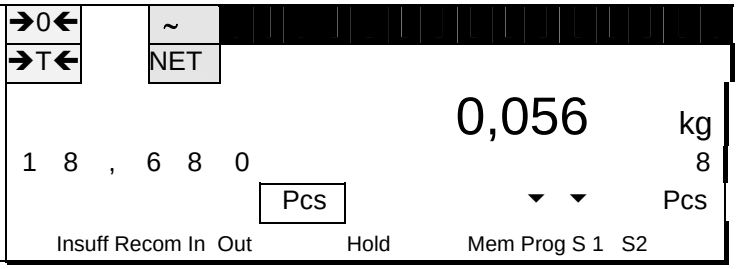
5.2a Delete and edit a certain Item Code

1. Go to program mode.	[MODE] + [RE-ZERO]	

Note) Press [MODE] key while pressing [RE-ZERO] key.
Note) The 2nd display shows the number of items that exist in memory.

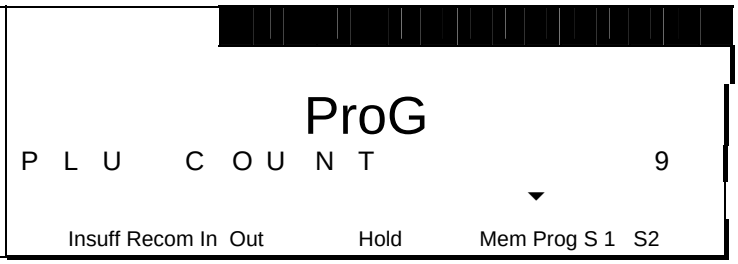
2. Enter Item Code to delete and press [#] key. If calling the item that has already existed in item memory, this display appears.	[1], [0], [0], [#]	

To edit an item data.

3. Press [#] key. The display is changed to item programming screen. Note: * 1)	[#]	

Note: * 1) After changing item data, save the data by [✈] key.

To clear a certain item code.

3. Clear the data by [C] key.	[C]	

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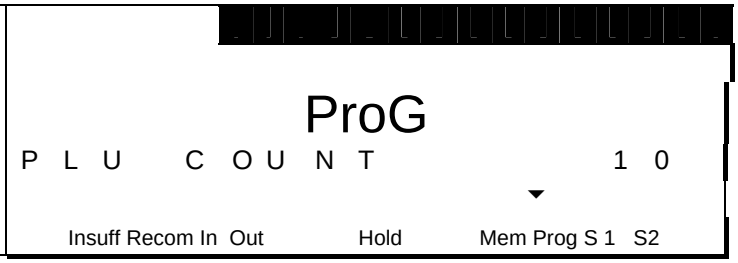
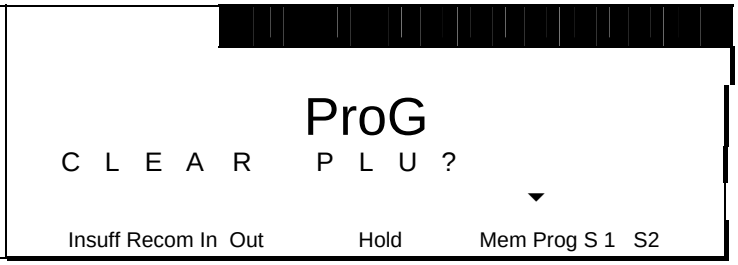
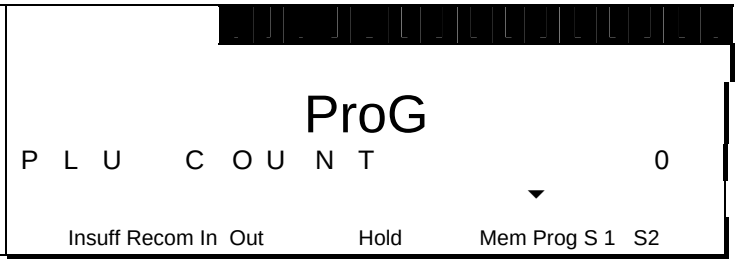
5.2b Erase all item data in memory

1. Go to program mode.	[MODE] + [RE-ZERO]	

Note) Press [MODE] key while pressing [RE-ZERO] key.
Note) The 2nd display shows the number of items that exist in memory.

2. Enter [•], [•], [0], while pressing [RE-ZERO] key.	[•], [•], [0], + [RE-ZERO]	

3. Clear all item data.	[C]	

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5.3 Review Item Code already in Memory

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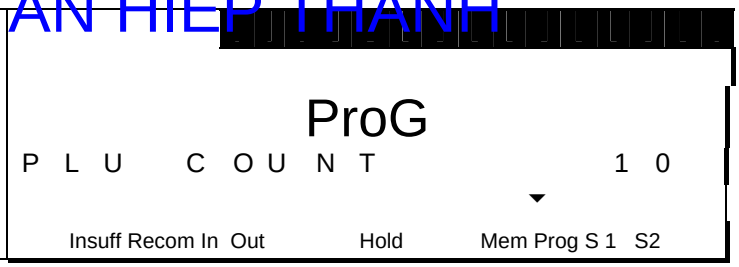
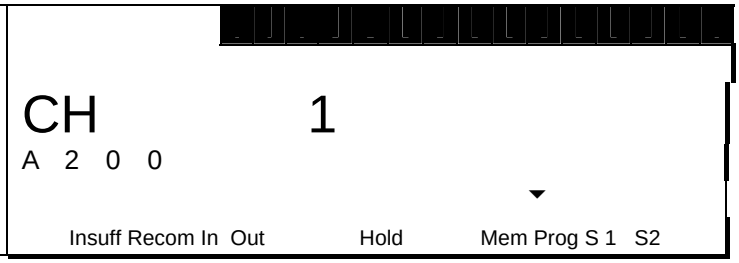
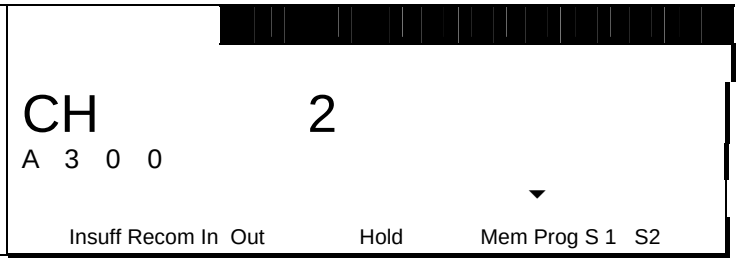
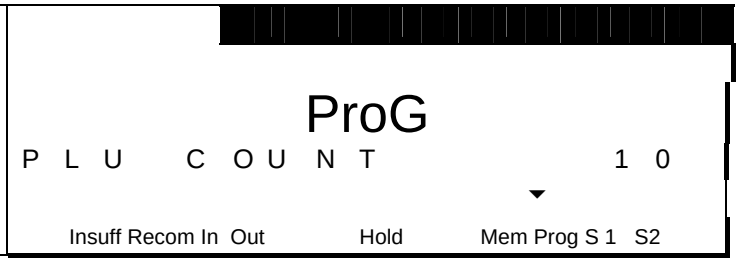
1. Go to program mode.	[MODE] + [RE-ZERO]	

Note) Press [MODE] key while pressing [RE-ZERO] key.
Note) The 2nd display shows the number of items that exist in memory.

2. Press [#] key.	[#]	

3. Check other item codes with [-] and [+] key.	[C]	

Note) [+] key works to move to the next item code. [-] key works to be back to the previous item.

4. Back to the initial screen of program mode.	[MODE] + [RE-ZERO]	

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5.4 Date and Time

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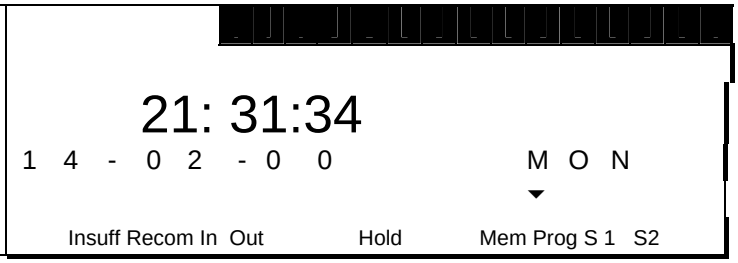
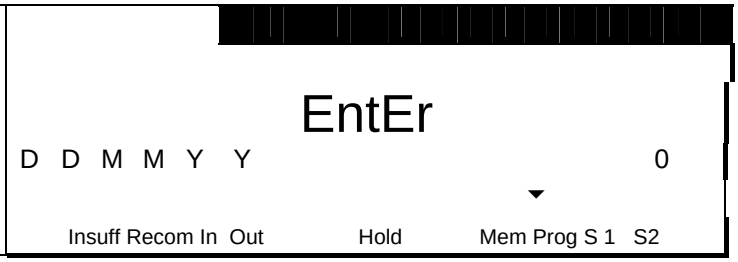
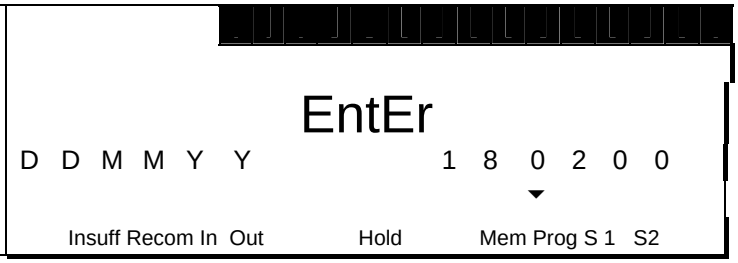
1. Go to program mode.	[MODE] + [RE-ZERO]	

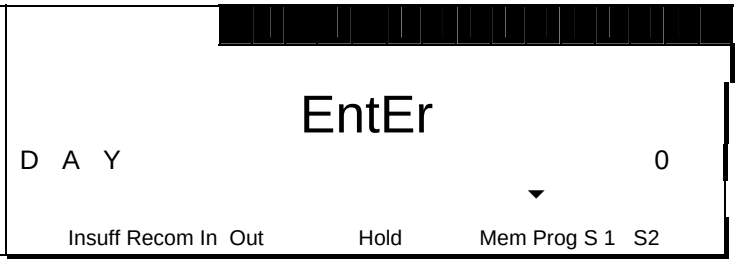
Note) Press [MODE] key while pressing [RE-ZERO] key.
Note) The 2nd display shows the number of items that exist in memory.

2. Press [-] key to display date and time.	[-]	

3. Press [-] key and again to go to date entry mode.	[-]	

4. Enter date, month, and year data. i.e. 18 Feb 2000	[1], [8], [0], [2], [0], [0]	

Note) Each of two digit numeric data represents date, month, and year. The order of Date, Time, Year (DDMMYY) can be changed by specification.

5. Press [-] key.	[-]	

- Continue -

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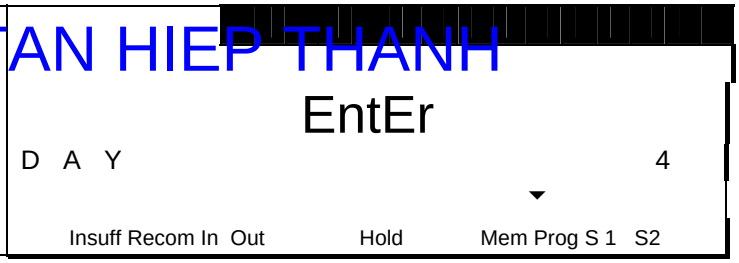
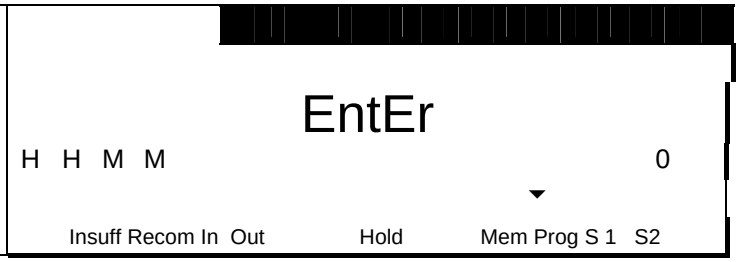
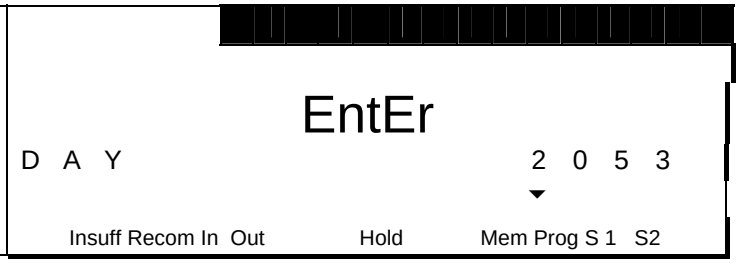
6. Enter the day of the week. i.e. Friday	[4]	

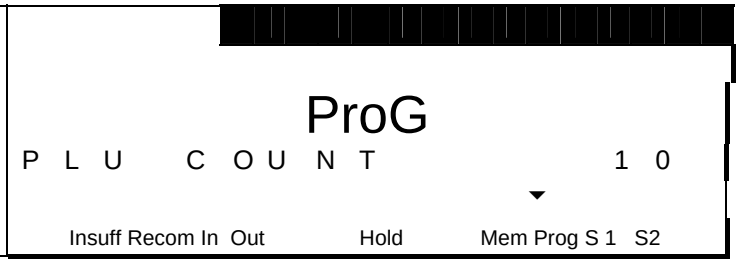
Note) one digit numeric data represents the day of the week as following table.

Number	Day of Week
0	Monday
1	Tuesday
2	Wednesday
3	Thursday

Number	Day of Week
4	Friday
5	Saturday
6	Sunday

7. Press [-] key.	[-]	
8. Enter the current time. i.e. 20: 53	[2], [0], [5], [3]	

Note) Each of two digit numeric data represents hour and minute.

9. Store the data.	[✈]	

Note) When pressing [✈] key, the internal clock starts to move from 00 second.

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Reset Sequence Number to 0

1. Go to program mode.	[MODE] + [RE-ZERO]	

Note) Press [MODE] key while pressing [RE-ZERO] key.
Note) The 2nd display shows the number of items that exist in memory.

2. Press [+] key	[+]	

Note) The 2nd display shows the existing sequence number in memory.

3. Reset Sequence No by pressing [0] key	[0]	

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APENDIX 1 (LIST OF ASCII CODE)

Code	Chara.	Code	Chara.	Code	Chara.	Code	Chara.	Code	Chara.	Code	Chara.
20	Space	30	**0**	40	@	50	**P**	60	`	70	**p**
21	**!**	31	**1**	41	**A**	51	**Q**	61	**a**	71	**q**
22	**“**	32	**2**	42	**B**	52	**R**	62	**b**	72	**r**
23	**#**	33	**3**	43	**C**	53	**S**	63	**c**	73	**s**
24	**$**	34	**4**	44	**D**	54	**T**	64	**d**	74	**t**
25	**%**	35	**5**	45	**E**	55	**U**	65	**e**	75	**u**
26	**&**	36	**6**	46	**F**	56	**V**	66	**f**	76	**v**
27	**’**	37	**7**	47	**G**	57	**W**	67	**g**	77	**w**
28	**(**	38	**8**	48	**H**	58	**X**	68	**h**	78	**x**
29	**)**	39	**9**	49	**I**	59	**Y**	69	**I**	79	**y**
2A	*****	3A	**:**	4A	**J**	5A	**Z**	6A	**j**	7A	**z**
2B	**+**	3B	**;**	4B	**K**	5B	**[**	6B	**k**	7B	**{**
2C	**,**	3C	**<**	4C	**L**	5C	****	6C	**l**	7C	**|**
2D	**-**	3D	**=**	4D	**M**	5D	**]**	6D	**m**	7D	**}**
2E	**.**	3E	**>**	4E	**N**	5E	**^**	6E	**n**	7E	**~**
2F	**/**	3F	**?**	4F	**O**	5F	**_**	6F	**o**	7F	

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APENDIX II (LIST OF TERAOKA CODE)

CAN DIEN TU TAN HIEP THANH

Code	Chara.	Code	Chara.	Code	Chara.	Code	Chara.	Code	Chara.
00	Space	20	**T**	40	@	60		80	
01	**A**	21	**U**	41	**!**	61		81	
02	**B**	22	**V**	42	**“**	62		82	
03	**C**	23	**W**	43	**#**	63		83	
04	**D**	24	**X**	44	**$**	64		84	
05	**E**	25	**Y**	45	**%**	65		85	
06	**F**	26	**Z**	46	**&**	66		86	
07	**G**	27	**,**	47	**/**	67		87	
08	**H**	28	**.**	48	**(**	68		88	
09	**I**	29	**-**	49	**)**	69		89	
10	**J**	30	**0**	50	**‘**	70		90	
11	**K**	31	**1**	51	**Æ**	71		91	
12	**L**	32	**2**	52	**Ä**	72		92	
13	**M**	33	**3**	53	**Ø**	73		93	
14	**N**	34	**4**	54	**Ö**	74		94	
15	**O**	35	**5**	55	**Ã**	75		95	
16	**P**	36	**6**	56	**Ê**	76		96	
17	**Q**	37	**7**	57	**Á**	77		97	
18	**R**	38	**8**	58		78		98	
19	**S**	39	**9**	59		79		99	**CR**

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